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Subject: Performance Issues going to IDL 6.2 on Windows?

Posted by [jjbaker](#) on Fri, 02 Jun 2006 14:18:41 GMT

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I am really new to IDL (4 months) and have a question about the performance of 6.2 on Windows. I have seen some threads here over the past year about 6.2 and how it seems a little flakey and was wondering if someone could give me some more details around the problem?

I am currently trying to update code from 6.1 (with ENVI 4.1 calls) to IDL 6.2 (with ENVI 4.2 calls) and thought I was successful. Things were working fine on my Windows 2000 PC (2.5 Ghz Intel). I then went to another PC (Windows XP ~2.5 Ghz) and the code ran extremely slow... I then went back and ran on both computers the 6.1/4.1 versions and had NO issues! Does anyone have any insight as to why I might be seeing this?

Also, if anyone has anymore insight into the windows debug issues with breakpoints that was discussed in an earlier threads I would appreciate it.

Thank you in advance for any help...

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