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Subject: Re: Interesting Rant

Posted by [James Kuyper](#) on Wed, 15 Nov 2006 23:55:56 GMT

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gknoke wrote:

- > Correct me if I'm wrong, but it's my understanding that for loops in
- > IDL are so painfully slow because so much effort has been put into
- > making vector operations so mind-numbingly fast, and there's some

My understanding, which may also be incorrect, is that you've got cause and effect reversed. Loop operations are inherently slow because IDL is fundamentally an interpreted language, so the loop body has to be re-interpreted during each pass through the loop, just in case something has happened that would change the interpretation of the code.

Because loop operations are so slow, there's been a strong incentive to provide ways of avoiding them, by making vector operations fast.

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