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Subject: Re: Interesting Rant

Posted by [gknoke](#) on Wed, 15 Nov 2006 20:13:27 GMT

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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 trade-off to be made there. I think the ranter has overlooked that critical point. As someone who does a lot of image processing, I rarely have occasion to operate on particular array elements anyway. I'm still a relative newcomer to IDL, but my biggest gripe has (and always will be) inefficient memory allocation... it's a pain when you can't hold two large arrays (maybe 1/4 of available memory each) in memory even though IDL has 2GB to play with. The rest is details and idiosyncracies. Every language has its strengths and weaknesses, the trick is to know what language is ideal for your task, or if you're forced to use a particular language, learn to write code that exploits the strengths of that language.

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