
Subject: Re: fast for loop

Posted by [David Fanning](#) on Mon, 11 Jun 2007 02:55:29 GMT

[View Forum Message](#) <> [Reply to Message](#)

airy.jiang@gmail.com writes:

- > Sometimes we could use some special function to avoid them.Sometimes
- > we could use more lines of code to avoid them.
- > There are many skills to make the program more efficient and fast.But
- > in fact loops are ineluctable,the key is how
- > to use it.
- > Anyway,I agree with you ,Mark.IDL indeed need to improve its
- > efficiency on the loops and some arithmetic computing.IDL6.4
- > shows a lot of features which can be proved thier hard working for
- > it.At least 50% elevation of the drawing speed and new
- > OpenGL Object indicates an nice future of the IDL.It's wothy for us to
- > waiting new edition of the IDL which can give us some
- > fast loops,^_^.

Yeah, and life would be more interesting if pigs could fly.

If fast loops are what you were after, I'd guess you would design a language that looked very much like C or FORTRAN. IDL is something different and I don't see much point wishing it wasn't.

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

Sepore ma de ni thui. ("Perhaps thou speakest truth.")
