On 6 11 , 2 33 , mark...@gmail.com wrote:
> This is a feature request. I've been programming all day and my brain
> is so tired of constantly trying to think of ways to avoid for loops.
> IDL needs some kind of a fast for loop. That's all.
>
> Mark

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 arithmatic 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 edtion of the IDL which can give us some
fast loops,^_^.