
Subject: Re: SHAPEFILE changes in IDL7.1?

Posted by [David Fanning](#) on Tue, 01 Dec 2009 01:24:49 GMT

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Brian McNoldy writes:

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- > I narrowed the problem down to the last line of the program:
- > "Heap_Free, entities".
- > (see <http://www.dfanning.com/programs/drawstates.pro> for the full
- > program)
- > If I change that to "Ptr_Free, entities", all is well and the program
- > works like it used to: quickly. Something between v7.0 and v7.1 is
- > quite different when it comes to heap versus pointer cleaning!

As I was walking back to my car this afternoon, thinking about this, it occurred to me that this problem could very well be connected to that Scope_VarFetch problem Wayne reported a week or so ago that slowed one of his programs down to a crawl. Have you by any chance installed the IDL 7.1.2 patch that is available? I think that is the first thing I would try before I spent too much more time on this.

Cheers,

David

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

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