Subject: Re: SHAPEFILE changes in IDL7.1?
Posted by Brian McNoldy on Mon, 30 Nov 2009 19:44:52 GMT

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On Nov 30, 11:31 am, Brian McNoldy <mcno...@atmos.colostate.edu>
wrote:
> On Nov 30, 11:14 am, David Fanning <n...@dfanning.com> wrote:
>
>
>
>> Oh, oh. Sounds like they switched to the algorithm they
>> use in ENVI. :-(
>
>> I don't have time today to investigate, but I'll look into
>> it tonight. Can you give more details? Are you drawing this
>> on a map projection, etc.?
>
>> Cheers,
>> David
>
> I figured something changed in the heart of the language, because all
> other components were unchanged. I am not doing anything fancy with
> it, just drawing county lines (as an example... I also draw roads from
> another shapefile) on an existing map projection. The routine does
> end up doing what it's supposed to, but it takes unreasonably long --
> several minutes instead of a blink. Here is what I'm using (and have
> successfully used for years):
> drawstates,'COUNTIES.SHP',attribute_name='NAME',statenames=' ALL'
>
> Thanks in advance for looking into it!
> Brian

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!