
Subject: Re: Ready to quit after 25 years...

Posted by [David Fanning](#) on Thu, 30 Jun 2011 04:23:31 GMT

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Chris Torrence writes:

> Finally, I'll see what is going on with Arg_Present. If we convert
> Arrow so it accepts array arguments, then the problem with Arg_Present
> might go away because you wouldn't need to loop over each arrow. But
> perhaps there is some optimization we can do to make Arg_Present
> faster regardless.

I had a similar problem with a very slow program a month or so ago. When I profiled it, I was shocked at how much time was being spent in ARG_PRESENT. It wouldn't surprise me to learn that function graphics were twice as fast when this problem gets fixed!

I have religiously used ARG_PRESENT in the GetProperty methods of my objects. Now, I only use the function if it is absolutely necessary.

Cheers,

David

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

Sepore ma de ni thue. ("Perhaps thos speakest truth.")
