
Subject: Re: Shapefile Woes

Posted by [David Fanning](#) on Thu, 06 Oct 2011 17:43:33 GMT

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David Fanning writes:

> Here are the numbers for IDL 8.1:
>
> loop: 9.566 seconds
> destroy object: 0 seconds
> destroy entities: 0.009 seconds
>
> I guess I could live with that! There must be a lesson
> in here somewhere! :-)

Even now most of the time is spent drawing polygons
that are too small to be seen on this global scale.
So, I have added a MinNumVerts keyword to DrawShapes
so that you can set the minimum number of vertices
a polygon has to have to be drawn. With this in
place, this intermediate resolution GSHHS shapefile
renders almost instantaneously. :-)

Sorry to cause so much alarm. ;-)

Cheers,

David

--

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

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