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Subject: Re: IDL 8.2.2 released

Posted by [Mark Piper](#) on Thu, 21 Mar 2013 16:41:34 GMT

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On Thursday, March 21, 2013 3:38:08 AM UTC-6, Tom Grydeland wrote:

>

> Saying "don't call NG routines in a loop" is useful practical advice, but unsatisfactory. Varying N in my example demonstrates quadratic increase in time with N, so it appears that all existing graphic elements are queried (e.g. for XYZ boundaries) whenever a new element is added. Surely there is an object in the graphics bestiary which could be responsible for remembering and updating the X/Y/Z extrema instead of having to recompute them on every operation? For extra points, identify all other instances where every element in a graphic is being queried.

>

This is a problem that needs to be solved. I'll discuss it with Chris.

mp

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