## Subject: Re: Using thick=2 increases FG plot time by 25x?!?! Posted by lecacheux.alain on Fri, 22 Nov 2013 08:17:39 GMT View Forum Message <> Reply to Message

Le jeudi 21 novembre 2013 19:35:56 UTC+1, Paul van Delst a écrit : > I have the following code to plot some data (~25000 points) using the PLOT() function: > > > tic > > po = plot(fo, ro, \$> xrange=xrange, \$ > yrange=[-0.005,0.025], \$ > xticklen = ticklen, \$ > > yticklen = ticklen, \$ > xtickfont\_size = 9, \$ > ytickfont\_size = 9, \$ > > color = 'red', \$ > thick = 1); <<<---\*\*\* > pn = plot(fn, rn, \$> > color='green', \$ > > symbol = 'diamond', \$ > /overplot) > pz = plot(po.xrange,[0,0], \$> > linestyle='dashed', \$ > > /overplot) > pz.order, /send\_to\_back >

toc

```
>
>
  When I run this I get the plot and the following output from toc:
>
>
>
  % Time elapsed: 1.1067200 seconds.
>
>
>
>
  I then changed *ONLY* the value of thick to "thick = 2", recompiled the
  procedure, and ran it. I got the following:
>
>
>
  % Time elapsed: 25.625711 seconds.
>
>
  Am I doing something stupidly wrong here, or is this a known bug?
>
  IDL> print, !version
  { x86_64 linux unix linux 8.2.2 Jan 23 2013
                                                 64
                                                        64}
>
>
  cheers,
>
  paulv
>
>
>
  p.s. The first time this happened I thought my computer had karked it so
> I did the ctrl-C dealy after about 10-15 seconds and got the following:
```

```
>
>
  ^C^C^C^C^C^C^C^C
>
  Interrupted at: IDLITVISDATASPACE::DRAW 2389
>
  /usr/local/exelis/idl82/lib/itools/framework/idlitvisdataspa ce__define.pro
>
>
>
  IDL> .reset_session
>
  % Interrupted at: IDLITVISDATASPACE::DRAW 2389
  /usr/local/exelis/idl82/lib/itools/framework/idlitvisdataspa ce__define.pro
>
> % Internal error: The Interpreter stack is not empty on exit.
I cannot reproduce (1.4s on my Workstation in each case)!
{ x86 64 Win32 Windows Microsoft Windows 8.2.3 May 3 2013
                                                                       64}
                                                                 64
Maybe were you close to some memory limit in your IDL session, then swapping to disk?
alx.
```