
Subject: Re: save problems

Posted by [David Fanning](#) on Mon, 25 Nov 2013 22:40:01 GMT

[View Forum Message](#) <> [Reply to Message](#)

Paul van Delst writes:

> Using function graphics in a loop will slow your script down by many
> many orders of magnitude.

The slowest part may be dealing with transient abnormalities. Did you
ever get your THICK=2 problem sorted out?

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

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

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