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Subject: Re: Slowdown when creating/destroying Object Graphics components

Posted by [Karl Schultz](#) on Thu, 09 Feb 2006 16:58:28 GMT

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On Wed, 08 Feb 2006 12:14:12 -0800, David Watson wrote:

- > I'm working on a program that creates/destroys a large number of ROIs,
- > and noticed a slowdown after it has been running for certain amount of
- > time. I was able to boil it down to this simple test program, which
- > illustrates the problem perfectly.
- >
- > On my machine, under both linux and windows, IDL 6.1 and 6.2, this
- > slowdown is clearly indicated - the first loop takes about 4 seconds,
- > gradually increasing each time through. After about 10-20 iterations,
- > it is taking upwards of 10 seconds per loop.

<snip>

The slowdown problem is fixed in IDL 6.3. There's another related memory leak problem that I will try to fix before 6.3 goes out. To get around that, you should probably "reuse" the roi objects instead of destroying and recreating them. It's probably actually easier, better "form", and more efficient to reuse them anyway, even in the absence of bugs related to destroying and recreating them.

Karl

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