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Subject: graphics\_times significantly slower in MacOS 10.13 with IDL 8.6

Posted by [Ken G](#) on Sat, 16 Dec 2017 15:22:58 GMT

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In a nutshell, a few years ago I used to get

|GRAPHICS\_TIMES performance for IDL 8.1:

| OS\_FAMILY=unix, OS=darwin, ARCH=x86\_64

| Sun May 6 17:01:11 2012

0.0912898=Total Time, 0.017483336=Geometric mean, 4 tests.

Now, on a much more modern Mac laptop, and the latest IDL and MacOS, I get.

|GRAPHICS\_TIMES performance for IDL 8.6.1:

| OS\_FAMILY=unix, OS=darwin, ARCH=x86\_64

| Sat Dec 16 07:21:48 2017

0.783545=Total Time, 0.16847334=Geometric mean, 4 tests.

It's ten times slower. Does anyone have any suggestions about this?

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