
Subject: Re: point_lun is slow

Posted by [Struan Gray](#) on Thu, 28 Oct 1999 07:00:00 GMT

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George McCabe, george.mccabe@gsfc.nasa.gov writes:

- > reading from a data file at regularly spaced byte
- > locations, 2 bytes at a time using point_lun
- > - my program is abnormally slow.

Perhaps I'm just being dim (it has been known :-), but wouldn't the simplest way to access this data be to use ASSOC to associate a huge array of 2-byte variables with the file and then subscript it as necessary to read in either frames or groups of individual pixels.

Struan
