Subject: Re: How does REFORM work in PV-Wave Posted by jeyadev on Wed, 01 Dec 1999 08:00:00 GMT

View Forum Message <> Reply to Message

In article <mgs-52612D.20571630111999@news.silcom.com>, Mike Schienle <mgs@ivsoftware.com> wrote:

>

- > You can probably find more than you wanted to know abot row and column
- > order by visiting the IDL FAQ at http://www.ivsoftware.com:8000/FAQ/>.
- > Select the "Search FAQ" button. Enter the word "major" in the "Question"
- > field and press the "Start Search" button. You'll be treated to a fairly
- > detailed discussion on column- and row-major, as well as memory access
- > into the arrays.

Found it, at last, by listing all the questions, but I know all *that* stuff.

My question was what happens beyond 2 dimensions and how REFORM treats a 2d to 3d coversion. I will simplify my question in the hope that some kind soul will help me out.

Let us say that I have the data file

- 1 13
- 2 14
- 3 15
- 4 16
- 5 17
- 6 18
- 7 19 8 20
- 9 21
- 10 22
- 11 23
- 12 24

and that the first column represents data for a variable that is defined on a 3×4 (i.e. 3 column and 4 rows) grid and the second column is for another variable on the same grid. Assume that the data is stored in the the array odat(2,12).

What is I want to do is the following: I want to create a 3 data array with two planes of 3 x 4 elements so that each plane contains the data for one variable.

The REAL QUESTION: The command

data = reform(odat, 2, 3, 4)

seems to do the job. For example

```
WAVE> a = data(0, *, *)
WAVE> info, a
                  = Array(1, 3, 4)
          INT
WAVE> a = reform(a)
WAVE> info, a
          INT
                  = Array(3, 4)
Α
WAVE> print, a
               3
    1
         2
    4
         5
               6
    7
         8
               9
   10
         11
               12
```

which is exactly what I want. Now, what I would like to know is why the number of planes (2) had to be the *first* index in the reform statement.

thanks

--

Surendar Jeyadev

jeyadev@wrc.xerox.com