
Subject: Re: thresholding/color question
Posted by [davidf](#) on Mon, 07 Feb 2000 08:00:00 GMT
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Alex Schuster (alex@pet.mpin-koeln.mpg.de) writes:

> Isn't the usage of WHERE discouraged because of being slow?

If it is, it's news to me. :-)

> I always use direct matrix operation for this, like:

>

> redmask = scaledImage GT threshold

> scaledImage = scaled_Image * (1B-redmask) + byte(!D.Table_Size-2) *

> redmask

I don't doubt there are speed advantages in matrix operations, but unless you had a huge image I doubt very much you would notice. And even then, the increase in speed would probably be more than offset by the additional memory usage.

Plus, I don't have a clue what this code is doing when I read it! Simple things for simple folk, is my motto. :-)

Cheers,

David

P.S. If my memory serves, Alex, aren't you the one with the 10 quadrillion Megs of RAM on your machine? Perhaps matrix operations *are* the best thing for you. :-)

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