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Subject: Re: Rotate 3D matrix

Posted by [bente](#) on Mon, 29 Oct 2001 11:13:07 GMT

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Hi,

I guess you think about the one using the FOR loops and the one with the t3d?

The one with the for loop is too slow and the other says "not enough memory to create arrays".

The problem is, that i have to rotate a 256x256x128 floating point array round about 150 times around the z-achsis (to simulate a forward projection)

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