Subject: Re: 3D-coordinates of index returned MAX()
Posted by David Fanning on Sun, 06 Apr 2003 20:03:23 GMT
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> I have problems determining the coordinates from the index returned by
> MAX(). The online help has an example for that in 2D, but I need a solution
> for 3D-space.
>
> What tells me this index? Is something like the pixelnumber in the whole
> 3D-array? How is this array referenced through the index?
>
> The code looks like this:
> nXCoord = nMaxIndex mod size_imgRef_x
> nYCoord = nMaxIndex / (size_imgRef_x * size_imgRef_z)
> nZCoord = nMaxIndex / (size_imgRef_x * size_imgRef_y)
>
> It does not work for me. Am I just to blind/stupid to see the solution or is
> there some difference between 2D and 3D.
>
> Best regards and thanks for your help in advance,

Your Y index is wrong. It should be:

nYCoord = (nMaxIndex/size/imgRef_x) MOD size_imgRef_y

Here is a reference:

http://www.dfanning.com/tips/where_to_2d.html

Cheers,

David

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