
Subject: 3D-coordinates of index returned MAX()

Posted by on Sun, 06 Apr 2003 19:32:47 GMT

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hi everyone,

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,

Alex

AlexanderGross@gmx.de
<http://www.it99.org/axl>
+49 (0) 1 75/ 410 72 68
ICQ# 36765668
