Subject: Re: Maximum radius of SEARCH2D/SEARCH3D
Posted by   on Mon, 14 Apr 2003 21:28:32 GMT
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|David Fanning" <david@dfanning.com> schrieb im Newsbeitrag
news:MPG.1904ce8036cec863989b50@news.frii.com...
| indices = Search2d(array, x, y)
| s = Size(array, /Dimensions)
| cols = indices MOD s[0]
| rows = indices / s[0]
| radius = Sqrt((cols - x)^2 + (rows - y)^2)
| goodPixels = Where(radius LT myCircleRadius)
| cols = cols[goodPixels]
| rows = rows[goodPixels]

That's looking much better. Slowly I get behind the tricks of IDL. In the
past I was coding only C, so I am used to write for loops when I wanted to
process all elements of an array. I've learned very much, thanks again.

Unfortunately there's one stupid question left:
How to determine cols, rows and frames for 3D space? :)

| > Thank you very much for sharing your deep insight of IDL. :-)
| I think you have me confused with JD. :-)
Mhh, maybe this was caused due to my social activities this weekend. J/K :)

Alex

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