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Subject: Re: Maximum radius of SEARCH2D/SEARCH3D  
Posted by on Mon, 14 Apr 2003 20:41:08 GMT  
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Hi David,

thank you very much. It's working good. For the distance calculation I used a for loop. I did not implement the square root function for distance calculation since this costs CPU time. I raised the allowed maximum radius to the power of two and compare it to the computed distance each time.

Only for my understanding: Is it possible to do this without the "evil" for loop? Is there another way to tell IDL that the operation has to be done for each element of the subscripts array?

Thank you very much for sharing your deep insight of IDL. :-)

Alex

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