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Subject: Maximum radius of SEARCH2D/SEARCH3D  
Posted by on Sun, 13 Apr 2003 21:36:27 GMT  
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Hi experts,

I have a question about the very useful functions SEARCH2D and SEARCH3D. Is it possible to limit the search for similar cells to a radius or sphere surrounding the pixel referred by the xpos/ypos/zpos-parameters of these functions? If not, is it possible to implement an algorithm (if no built-in function is available) that takes the indices returned by these functions and cut every index that lies outside a specified radius/sphere? I would appreciate if you could give me a hint how this algorithm may look like.

Thanks for your help in advance.

Best regards,

Alex

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