
Subject: Re: Speed problem

Posted by [Vince Hradil](#) on Wed, 02 Mar 2005 18:19:14 GMT

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Why do you even do the first where? Why not just do:

`b = where( (y-pixel_y)^2+(z-pixel_z)^2 le radius^2 )` ?

Anyway, Your code only takes me about 20 ms?
