
Subject: Re: Speed problem

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

[View Forum Message](#) <> [Reply to Message](#)

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?
