
Subject: Re: the fastest way to find number of points in sphere(radius r)
Posted by snfinder@naver.com on Tue, 22 Nov 2005 09:06:31 GMT
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Sorry, I can't understand you.

It's not voxels.

X,Y,Z are 3D position of galaxies.(It's not just meaningless points.)

Actually, I want to know the # of points inside spheres by increasing the radius.

:~)
