Subject: Re: PLOTting into a 2-D array
Posted by M. Katz on Tue, 20 Dec 2005 18:20:16 GMT
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Thanks, JD,
My data are not in a regular xy grid. They follow arc-shaped paths, with fast motion in the tangential direction, but tens of thousands of points nonetheless.

To avoid the limitations of the screen resolution, I could use a PIXMAP. The big advantage to "drawing" the output is the incredible speed of the display, and memory efficiency. The disadvantage, as you point out, is the fact that the data overlap each other vying for each single pixel. I can mitigate that with REBIN and the like.

I could use HISTOGRAM, but HIST_2D might be harder because I believe that I need the reverse-indexes to make effective use of the routine. Still, since HIST_2D is written in IDL, there's no point in me not just writing my own custom code. I was just hoping that there was a super-fast routine that could draw lines into a 2D array, and have it be stored as floating point. Maybe someone has something for that . . . ?