Subject: Re: fast search
Posted by greg michael on Thu, 19 Oct 2006 14:18:12 GMT
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Hi Marie,

Here's an annotated version.

I understand you're looking for the maximum z within the vicinity of every point, with a gradually increasing radius of the vicinity. I can't see what you're doing with this value, though - does it feed back into the set of points somehow? What's the result you're trying to get? Where do these points come from?

It would be simple to reduce my search code to 2-D - just remove the z-lines, change the distance calculation, and the binning line to b=bx+by*n_split. But I'm not sure if this is right way - it depends what your z-values mean.

I've just realised that my later versions don't handle the case where the pair lie across a subdivision boundary - only the slower first version does that. Something to fix...

many greetings,
Greg