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Subject: Re: efficient comparing 1D and 3D arrays  
Posted by [Jelle](#) on Wed, 11 Jun 2008 16:48:24 GMT  
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On Jun 11, 5:37 pm, Jean H <jghas...@DELTHIS.ucalgary.ANDTHIS.ca>  
wrote:

```
> Hi,  
> Yes you can...do something like:  
> nb=3  
> ns=5  
> nl=5  
> imgData = fix(randomu(seed,nb,nl,ns)*100) ;--> doing ns,nl,nb makes  
> more sense than nb,ns,nl... for mental representation at least (and if  
> you print it!)  
>  
> minVals = [15,30,12] ;Min val in each band  
> maxVals = [75,80,60] ;Max val in each band  
>  
> allMin = rebin(minVals, nb,nl,ns) ;repeat the min band value for every  
> pixels in each band  
> allMax = rebin(maxVals, nb,nl,ns)  
>  
> goodPixels = where(imgData gt allMin and imgData lt allMax)  
>  
> ==> returns the indexes of imgData that satisfy the condition in EVERY band.  
>  
> Jean
```

cool. I'll harvest some beans in the garden, have dinner, pour a red,  
have a potter and let the results of my pottering seep through!

J  
PS: Yes dinner.. I am in Europe: Dinner time, 6PM in UK

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