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Subject: Re: Cleaver 2d reverse indicies?

Posted by [Chris\[6\]](#) on Tue, 04 Nov 2008 00:40:42 GMT

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On Nov 3, 11:26 am, Brian Larsen <balar...@gmail.com> wrote:

> Chris,

>

> This works like a charm and is noticeably faster (~1.5 times). Gotta

> love this usenet group.

>

> Thanks much.

>

> Say you were to move to 3d (or 4d) does this extend in the same manner

> with just one total loop or can you just kill one? Brain is a bit

> slow on this today (it is Monday after all).

>

> Brian

>

> -----

> Brian Larsen

> Boston University

> Center for Space Physics <http://people.bu.edu/balarsen/Home/IDL>

Yes, I think one loop through all of the indices is always possible.

In fact, come to think of it, you don't even need to do the transformation. IDL just converts array[x,y,z] back into array[i] anyways - this could save some extra time.

chris

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