

---

Subject: Re: Cleaver 2d reverse indicies?

Posted by [Brian Larsen](#) on Mon, 03 Nov 2008 21:26:17 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

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>

---