
Subject: Re: creat #D array and anaylis it

Posted by [Wout De Nolf](#) on Mon, 08 Dec 2008 08:15:44 GMT

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On Sun, 7 Dec 2008 21:19:23 -0800 (PST), oupin <hhb1201@gmail.com>
wrote:

> I have a data including some x,y,z (three columns) points data, and I
> want to convert those points into 3D array. Ideally what I would like
> to do is create an empty 3D array with
> predefined size (e.g. 1x1x1), and calculate how many points included
> in each lattice.
> So for any voxel that has 2 x,y,z points in it, it would get a value
> of 2, while voxels that did not have any points would get a 0 or null.
> Any suggestion to how to do it?Any help would be greatly appreciated!

http://www.dfanning.com/programs/hist_nd.pro
