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Subject: creat #D array and anaylis it

Posted by [oupin](#) on Mon, 08 Dec 2008 05:19:23 GMT

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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!

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