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Subject: array convol optimizationv slow now

Posted by [newerjazz](#) on Mon, 13 Jul 2009 22:40:04 GMT

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Hi All,

I have an array of [2,100,000,000] corresponding to x, y and 100,000,000 particles. I need to render these particles as gaussian spots at x, y locations

Currently, I run a for loop through each particle and render each particle in this for loop; it takes forever.

I am thinking to create an array of zeroes. at each location where there's particles, I increment the value by 1. Then use convol to draw gaussian spot.

Any suggestion to implement this!

Thanks a lot!

newerjazz

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