Subject: speed up image processing Posted by Klemen on Thu, 23 Jul 2009 12:53:35 GMT

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Hi, I quite new to IDL, I know its basics, and I have recently found out that using the right approach can significant speed up the processing. My problem is, I have a 2D array and I would like to compute a minimum and some additional stuff for each input image pixel from the predefined vector that stretches out of each pixel. Currently, I use simply 2 for loops. Is there a way to do this faster - removing for loops?