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Subject: Re: chunk indexing like  
Posted by [David Fanning](#) on Sun, 10 Jan 2010 16:09:59 GMT  
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Wox writes:

```
> Ok, you asked for it :-).  
>  
> Suppose you have two lines crossing a NxN grid.  
> t=lindgen(N+1)-0.5 ; the grid  
> y1=m1*t+b1 ; line 1  
> y2=m2*t+b2 ; line 2
```

Ah, ha! I am working on a similar problem with map grids. Maybe this sheds some light on that...

Thanks! :-)

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>  
Sepore ma de ni thui. ("Perhaps thou speakest truth.")

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