
Subject: Re: Quickest method for calculation

Posted by [David Fanning](#) on Mon, 24 May 2010 14:51:31 GMT

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Gray writes:

> However, instead of squaring, you should do $y.\rho*y.\rho$.

Why is that?

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

Sepore ma de ni thue. ("Perhaps thos speakest truth.")
