
Subject: Re: Least Cost Path using Dijkstra's Algorithm
Posted by [David Fanning](#) on Fri, 22 Oct 2010 12:15:59 GMT
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Bill writes:

- > Hopefully, speed. Is there a reason why I shouldn't?
- >
- > Currently, this is something typically accomplished with a GIS
- > package, such as ArcGIS. Hopefully, sometimes these processes are
- > painfully slower than they need to be. I work with a colleague that
- > did this in MatLab. I would like to go it with IDL, so I can
- > integrate this into ArcGIS.

I think the chances of implementing this algorithm in anything other than a "painfully slow" way in IDL are slim and none. Too many necessary FOR loops, probably.

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.")
