
Subject: Re: Another "IDL way to do this" question
Posted by [David Fanning](#) on Tue, 08 Nov 2011 15:00:22 GMT
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Fabzou writes:

> This works fine, but is not very fast.

I guess I wouldn't expect 3D interpolation to be inherently fast, but have you tried GridData with this problem?
I don't know if it would be faster, but I usually assume anything is faster than three FOR loops. ;-)

Cheers,

David

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