Subject: Re: An optimisation question
Posted by Matt Francis on Tue, 27 Mar 2012 21:26:58 GMT

Thanks for that, much faster!

Do you comprehend why this is so much faster? I really hate not understanding what IDL is doing 'under the hood' with this type of thing. I have a lot of code doing some similar things that I need to optimise and it would be nice to have a better understanding, rather than just using trial and error. What are the good rules of thumb that are in operation here?

By the way, the Lat/Lon arrays are integers in the real code, don't know why I made them floats for this example!