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Subject: Re: Summer "English" heat or just me: Array slicing  
Posted by [David Fanning](#) on Wed, 24 Jul 2013 14:19:24 GMT  
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Fabien writes:

> This is what you said 14 years ago ;-)

Sigh... My life wasted.

> I think I understood this part:

>

> ; -Quoting Henry Chapman-----

>

> There are two behaviours you may want when you try result = array[x,  
> y,..., z], and x, y, ..., z are 1-d arrays:

>

> 1. return a 1-d array with result[i] = array[x[i], y[i],..., z[i]]

> 2. return a 2-d array with result[i, j,..., k] = array[x[i],

> y[j],...,z[k]]

>

> IDL does (1), which requires x, y,...,z all have the same length.

> However, IDL does (2) if one of the dimensions is a subscript range.

> Since a single number is a subscript range, it will do (2) in that

> case. And since 0, written in as an extra dimension is also a subscript  
> range, IDL will use behaviour (2)

> ;-----

>

> I must admit that I am only really rarely confronted to cases where I  
> can use this, but it is good to know...

I think this has to do with an "index threading" article JD wrote,  
although I can't find a reference to it right now.

I guess I do understand it. Sorta. I just don't want to have to explain  
it to anyone. :-)

Cheers,

David

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

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

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