
Subject: Re: How to speed up KRIG2D by 30x
Posted by [David Fanning](#) on Thu, 10 Oct 2013 17:56:49 GMT
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Chris Torrence writes:

> Okay, here is the new code, minus the comments.

Chris, when I try to compile this code in IDL 8.2.3 I get this:

```
IDL> .compile -v 'krig2d.pro'
% Compiled module: KRIG_EXPON.
% Compiled module: KRIG_SPHERE.

      j = [i:n-1] ; do the columns all at once
          ^
% Syntax error.
At: C:\IDL\krig2d.pro, Line 106
```

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.")
