
Subject: Re: How to speed up KRIG2D by 30x
Posted by [David Fanning](#) on Thu, 10 Oct 2013 20:09:56 GMT
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Chris Torrence writes:

> Thanks for trying out the code. Whoops! That [i:n-1] is a new IDL 8.3 feature. :-)
>
> But I think your replacement code should be:
> j = LINDGEN(n-i) + i
>
> That probably explains the difference. When I compare the old to the new, I see differences of
10⁻⁵ or less.

Ah, OK. Works great now. VERY fast! :-)

Thanks,

David

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