
Subject: Re: How to speed up KRIG2D by 30x
Posted by [David Fanning](#) on Tue, 15 Oct 2013 00:24:39 GMT
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timothyja123@gmail.com writes:

> Thanks to the power of Open Source.

As opposed to the confusion of Open Source, I presume you mean. But, yes, in this case, it worked out great. ;-)

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.")
