
Subject: Re: Adding x,y events to a 2d array (quickly)
Posted by [Dick Jackson](#) on Fri, 08 Nov 2013 16:11:43 GMT
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Oliver wrote, On 2013-11-08, 6:18am:

> Hi again - thanks for all replies especially Dick's last with all the timings, which allows me to sheepishly admit that I solved the speed problem, but not how I expected to!
>
> Looking at the timings, which I could match in the test program but not in my main data program, it turns out that the single loop over the array contents was taking much longer as the array itself was buried in a structure.
>
> Creating a temporary array and looping over that increased the speed from ~30 seconds to ~2 seconds
>
> The red herring was that using the non looping method, the fact that it was in a structure hadn't affected the speed...
>
> (Although I stand by original message that the += operator doesn't work as you might expect with arrays!)
>
> Thanks again
>
> Oliver

You're most welcome. It is indeed counterintuitive that
array[indicesWithDuplicates] ++

is not equivalent to
array[indicesWithDuplicates] += 1

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Cheers,
-Dick

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