
Subject: Re: IDL Indexing 2D->3D
Posted by [cgguido](#) on Sat, 29 Mar 2014 01:53:25 GMT
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On Friday, March 28, 2014 10:04:57 AM UTC-5, forth...@gmail.com wrote:
> Thanks everyone for the help. Both methods do work, but I will go with Mike's as my
dimensions are quite large. Best wishes!

Best of luck!

When in doubt, always go with Mike or David or JD Smith or Lajos..., or Coyote if you're that
lucky. When not in doubt, also go with their code.

G
