Subject: Re: Generating N random numbers that add to a TOTAL
Posted by Michael Galloy on Tue, 12 Aug 2014 21:18:44 GMT

On 8/11/14, 4:37 PM, superchromix wrote:
> A while back you were working on some Levenberg-Marquardt curve
> fitting examples using GPULIB. Are those ready to be made public?

Not yet. I hope to have a summer release to update IDL/CUDA and a few
bug fixes, but I'm not sure if the curve fitting stuff will get in there
as well.

Mike
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