
Subject: Plotting Points Question

Posted by [hdgarner](#) on Sat, 18 Jun 1994 05:19:48 GMT

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I would like to know the best way to plot a number of points based on zero or nonzero values in a 2D array. Currently I am using 2 nested for loops to do an OPLOT based on the value of the array. This is exceedingly slow for what I would like to do. I cannot seem to find any good explanation of how to do this in any of the manuals so any advice would be appreciated. I just have a square 2D array, and I want the nonzero elements to correspond to a "on" pixel in my square window of the same dimensions.

Thanks.

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