

---

Subject: Re: initializing arrays

Posted by [David Fanning](#) on Fri, 09 Jun 2006 17:48:03 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

johnadams\_1980@yahoo.com writes:

> How do you initialize an array to a specific value without using a for  
> loop?

Sigh..

```
array = IntArr(5) + value
```

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

---

---

Subject: Re: initializing arrays

Posted by [btt](#) on Fri, 09 Jun 2006 18:03:43 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

johnadams\_1980@yahoo.com wrote:

> Hi All,

>

> How do you initialize an array to a specific value without using a for  
> loop?

>

> Thanks,

> KL

>

You have choices...

```
arr = REPLICATE(7.0, [32,5])
```

```
arr = MAKE_ARRAY([32,5], VALUE = 7.0)
```

```
arr = FLTARR(32,5) + 7.0
```

Ben

---

---

Subject: Re: initializing arrays

Posted by [Marshall Perrin](#) on Tue, 13 Jun 2006 22:42:16 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Ben Tupper <[btupper@bigelow.org](mailto:btupper@bigelow.org)> wrote:

> [johnadams\\_1980@yahoo.com](mailto:johnadams_1980@yahoo.com) wrote:

>> Hi All,

>>

>> How do you initialize an array to a specific value without using a for

>> loop?

>>

>> Thanks,

>> KL

>>

> You have choices...

>

> arr = REPLICATE(7.0, [32,5])

>

> arr = MAKE\_ARRAY([32,5], VALUE = 7.0)

>

> arr = FLTARR(32,5) + 7.0

And somewhat oddly, all three of these seem to be about equal in execution speed for me (tested on a Mac G4 creating a [1000,10000] array of floats filled with 7s). I would've predicted the third one to be substantially slower due to all those additions, but it doesn't seem to be. Maybe the IDL compiler is doing something clever under the hood? (Which is good news, anyway, since that's the one I use most often myself!)

- Marshall

---