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Subject: Re: Avoiding multiple or complex WHEREs?  
Posted by [cgguido](#) on Mon, 21 Feb 2011 21:34:21 GMT  
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Ah! I think I just discovered a use for !NULL, it would fit NaN better here!

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Subject: Re: Avoiding multiple or complex WHEREs?  
Posted by [penteado](#) on Mon, 21 Feb 2011 21:46:27 GMT  
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On Feb 21, 6:34 pm, Gianguido Cianci <[gianguido.cia...@gmail.com](mailto:gianguido.cia...@gmail.com)> wrote:

> Ah! I think I just discovered a use for !NULL, it would fit NaN better  
> here!

!null is an undefined variable. It cannot be an element of an array of floats or doubles. It can be come where a variable can be, such as a list or map element, or a pointer target.

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Subject: Re: Avoiding multiple or complex WHEREs?  
Posted by [cgguido](#) on Mon, 21 Feb 2011 21:46:43 GMT  
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Lesson #1: Don't post till you've tried it.  
Lesson #2: can't assign !NULL to a subscripted element of an array, `a[x,y]=!null` is not allowed.  
Lesson #3: Don't post till you've tried it.

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Subject: Re: Avoiding multiple or complex WHEREs?  
Posted by [cgguido](#) on Mon, 21 Feb 2011 21:55:34 GMT  
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On Feb 21, 3:46 pm, Paulo Penteado <[pp.pente...@gmail.com](mailto:pp.pente...@gmail.com)> wrote:  
> On Feb 21, 6:34 pm, Gianguido Cianci <[gianguido.cia...@gmail.com](mailto:gianguido.cia...@gmail.com)>  
> wrote:  
>  
>> Ah! I think I just discovered a use for !NULL, it would fit NaN better  
>> here!  
>  
> !null is an undefined variable. It cannot be an element of an array of  
> floats or doubles. It can be come where a variable can be, such as a

> list or map element, or a pointer target.

Yeah :-/ I guess I am trying to build something like a HASH with two keys for each value... but I could be going about this completely backwards!

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Subject: Re: Avoiding multiple or complex WHEREs?  
Posted by [penteado](#) on Tue, 22 Feb 2011 16:29:51 GMT  
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On Feb 21, 6:55 pm, Gianguido Cianci <[gianguido.cia...@gmail.com](mailto:gianguido.cia...@gmail.com)> wrote:

> Yeah :-/ I guess I am trying to build something like a HASH with two  
> keys for each value... but I could be going about this completely  
> backwards!

It depends on how you are going to use it, but this problems suggests to me making a class that overloaded the brackets, to search for what you want, and return !null if not found. Internally it could use hashes, lists or arrays (of values or pointer arrays). The better choice depends on things like the number of points and whether they form a grid in ID, whether Ts are integers (I am guessing that particle IDs are). That way it would be usable doing things like

```
p_cool=p[[1,3,4],23:100]
```

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