Subject: accessing large arrays quickly
Posted by D. Mattes on Thu, 27 May 1999 07:00:00 GMT
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hello idl gurus: i have a very large volume array out of which i extract
3 orthogonal 2-d slices and display these slices in three separate
windows. i extract a slice by assignment:

```
slice=data(*,*,zslice)
```

then i scale the slice, and finally display it using tv. once the volume
grows to larger than 10Meg, i suffer a performance hit on the array access
times, and my image browser slows down considerably. how can i improve
performance???

some ideas i've had:
1. render the entire volume and specify cutting planes to just display
the slice of interest.
2. use an external c function, like memcpy, to speed up the variable
swapping when i assign 2-d array as a crosssection of the volume array.
3. store each possible slice separately, perhaps in a linked list.

do you idl gurus out there have any suggestions or comments on my ideas???

thank you in advance for your time.

david mattes