ind
ndtooned , onedtond
ind_resolve

- **ind** - returns the indices where the input is True
- **ndtooned** – multidimensional array (nD) **->** 1D
- **onedtond** – 1D **->** nD
- **ind_resolve** - returns the nD indices corresponding to **ind**

Question: Given a 3D array, can **ind** and **ndtooned** be used to locate grid points which are _FillValue?

YES!

ind => ind_resolve

```
function getFillLoc (p, opt[1]:logical)
; return  indices where p=_FillValue ;    p(ntim,nlat,mlon)
begin
   rankp = dimsizes(dimsizes(p))
   if  ( any( ismissing(p) ) ) then
        p1D     = ndtooned (p)
        imsg    = ind( ismissing(p1D) )
        ir      = ind_resolve( imsg, dimsizes(p))  ;  2D  [npts,3]
        if (opt .and. isatt(opt,"print") .and. opt@print) then
           print ("getFillLoc: "+ir(:,0)+"  "+ ir(:,1)+"  "+ ir(:,2))
          ;print (p&time(ir(:,0))+"  "+p&lat(ir(:,1))+"  "+ p&lon(ir(:,2)) )
        end if
   else
        ir      = new(1,"integer")            ; use NCL default for int _FillValue
        ir@info = "No  FillValues"
  end if
  return(ir)
end
```