If key = 0, set temps (XYZ) change binary key to 1

For element in blah:

If element of x,y,z ~ temp x y z:

Change binary key to 1

[[ 1. 63.202 0. 5. 668. 458. ] temp z = 5; temp x = 668; temp y = 458

[ 2. 70.272 0. 6. 664. 457. ] (if z =temp z + 1); if x y ~ temp x y , set key to 1

[ 3. 54.59 0. 6. 771. 512. ] (if z = temp z + 1) key still 0

[ 4. 71.943 0. 7. 664. 456. ] (if z = temp z + 1); if x y ~ temp x y set key to 1

[ 5. 68.258 0. 7. 772. 514. ] (if z = temp z + 1); key still 0

[ 6. 69.844 0. 8. 670. 455. ] (if z = temp z + 1); if xy ~ temp x y set key to 1

[ 7. 77.6 0. 8. 768. 514. ]

[ 8. 54.632 0. 9. 823. 409. ]

[ 9. 64.831 0. 9. 665. 456. ]

[ 10. 82.27 0. 9. 777. 513. ]

[ 11. 52.833 0. 9. 635. 529. ]

[ 12. 56.861 0. 10. 820. 408. ]

[ 13. 54.418 0. 10. 668. 456. ]

[ 14. 168.182 0. 10. 578. 484. ]

[ 15. 86.041 0. 10. 773. 512. ]

[ 16. 58.789 0. 11. 820. 408. ]

[ 17. 52.661 0. 11. 734. 456. ]

[ 18. 234.127 0. 11. 577. 486. ]

[ 19. 87.198 0. 11. 770. 513. ]

[ 20. 57.118 0. 12. 826. 407. ]

[ 21. 51.205 0. 12. 735. 456. ]

[ 22. 305.856 0. 12. 576. 486. ]

[ 23. 84.241 0. 12. 767. 513. ]

[ 24. 52.147 0. 13. 823. 407. ]

[ 25. 395.539 0. 13. 576. 487. ]

[ 26. 74.943 0. 13. 779. 512. ]

[ 27. 524.686 0. 14. 588. 489. ]

[ 28. 61.745 0. 14. 767. 515. ]

[ 29. 572.977 0. 15. 577. 493. ]

[ 30. 610.684 0. 16. 579. 499. ]

[ 31. 608.756 0. 17. 568. 499. ]

[ 32. 567.792 0. 18. 566. 501. ]

[ 33. 499.576 0. 19. 570. 503. ]

[ 34. 394.939 0. 20. 573. 508. ]

[ 35. 56.818 0. 20. 761. 642. ]

[ 36. 246.982 0. 21. 568. 526. ]

[ 37. 67.873 0. 21. 761. 642. ]

[ 38. 93.282 0. 22. 512. 542. ]

[ 39. 64.959 0. 22. 762. 642. ]

[ 40. 51.59 0. 23. 760. 643. ]]