This poster describes techniques developed for manipulating large full-sky datasets for the Extreme Ultraviolet Explorer project. We have adapted the quartrilateralized cubic sphere indexing algorithm to allow us to efficiently store and process several types of large data sets, such as full-sky maps of photon counts, exposure time, and count rates. A variation of this scheme is used to index sparser data such as individual photon events and viewing times for selected areas of the sky, which are eventually used to create EUVE source catalogs.