
Subject: Re: Quasi-freehand curve fitting...

Posted by [rmb](#) on Mon, 09 Mar 1998 08:00:00 GMT

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I, Richard Brockie (rmb@muckleroe.roe.ac.uk) wrote:

: eye. The closest I have got to what I wish is to use INTERPOL to
: linearly interpolate between the points and then SMOOTH to round the
: corners. However, getting a nice amount of smoothing drags the curve
: away from the points. I would like a nice smooth curve which does go
: through all the points, like one would draw freehand.

Thanks to Jim Pendleton <jimp@rsinc.com>, who suggested the SPLINE routine. I have ended up using SPL_INIT and SPL_INTERP as SPLINE has a few limitations, the main being that it requires monotonically increasing x-values which I do not necessarily have.

--

R.

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