Subject: Quasi-freehand curve fitting...
Posted by rmb on Mon, 09 Mar 1998 08:00:00 GMT
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Hello folks,

This is something which has been exercising my mind for a little while now. My problem is the following:

I have pairs of numbers (x,y) which rescribe the performance of a system, usually with a fairly abrupt change of gradient. eg:

```
 |x  x  x
 |      x
y|       x
 |        x
 |         x x x x
 ---------------------
          x
```

Now, this preformance does not have any particular functional form, but I would like to draw a curve through the points to draw the 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.

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    R.

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