Subject: MIN_CURVE_SURF vs. TRI_SURF - Problem
Posted by <asowter on Mon, 19 Apr 1999 07:00:00 GMT
View Forum Message <> Reply to Message

Another cry for help! I'm a regular user of IDL and am using it to process RS data.

I have some large regular arrays that have holes in and have tried to interpolate across them but I get either bad results or the process is too slow! TRI_SURF is fastest but gives horrible striping effects with large variations across larger holes - this is also the case for TRIGRID. The best by far is MIN_CURVE_SURF (KRIG2D is really slow) but this tends to slow down my program to the extent that it takes 3x longer to complete than with TRI_SURF or TRI_GRID!!!

The call I'm using is:

```
result=min_curve_surf(z,x,y,gs=[1,1],bounds=[0,0,xdim0,ydim0 ])
```

Z, X and Y contain the value and ordinates of the good (regularly spaced) pixels within the BOUNDS box.

Any suggestions/alternatives would be much appreciated.

Thanks in advance

Andy