
Subject: Re: What is "grid" doing?

Posted by [landers](#) on Mon, 25 Apr 1994 13:21:01 GMT

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PV-WAVE? If so, look into fast_grid3.pro and grid_3d.pro. They're in the std library (if you're at version 4.20 - otherwise they're with the ARL stuff). these are pretty straight-forward gridders, with no derivative smoothing or anything like that, but they are faster than grid (at least in my experience), and you can see/modify what they're doing.
