Subject: Re: Interpolation on a sphere Posted by todd on Fri, 07 Oct 1994 05:02:30 GMT

View Forum Message <> Reply to Message

Dan,

If you just want to see your data wrapped onto a sphere you can simply interpolate your data into a 180X360 array using whatever interpolation that you normally use, generate a spherical polygon (PV~Wave has Poly\_Sphere and I've seen an IDL routine called Mesh\_Obj by Dan Carr which can do the same thing) with 180 polygons around equator and 360 polygons around the meridian then use polyshade with the Shades=Bytscl(your\_array) keyword.

You'll have your data on sphere.

Todd