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Subject: map\_patch and triangulating satellite images  
Posted by [sraffuse](#) on Fri, 29 Aug 2003 16:41:39 GMT  
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Hello,

I am trying to use map\_patch to warp a swath of satellite data to geographic coordinates. I have lat/lons for each pixel and the data are not evenly spaced, so I am using the triangulate keyword. In fact, the call looks like this:

```
warped = map_patch(data[0,*,*], longitude, latitude, /triangulate)
```

The problem is that the routine triangulates between pixels that don't make sense. My data is concave on both the left and right. The final warped image should be shaped sort of like an hourglass. I do not want the data interpolated at the "neck" of the hourglass, forming a rectangle. This area should be simply null. map\_patch() connects the data from the top and bottom of the image together.

Has anyone else had to deal with this problem? Any ideas? Does my explanation make sense?

Thank you in advance,

Sean Raffuse

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