
Subject: Re: Resizing Oddity

Posted by [David Fanning](#) on Thu, 29 Jan 2004 14:07:39 GMT

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Bringfried Stecklum writes:

> a quick look at `congrid.pro` reveals that for 3D arrays, linear interpolation
> is always done (INTERP and CUBIC do not have any effect). In case of
> 2D arrays, however, INTERP=0 will force `congrid` to behave like `rebin`
> which gives you the desired blocky appearance.

>

> 2nd question. What about

>

> `tv,congrid(rebin(testdog,400,3,550,/sam),400,3,400),true=2`

Alright! We have a winner, and have exposed a lurker
too! :-)

I...uh, didn't think about actually looking at the code.
(How many years have I been doing this!?) I have a new
rule: No posts before the 2nd cup of coffee in the morning
or after the Late News at night. :-)

Thanks for this.

Cheers,

David

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