
Subject: Re: Array indices and lookup tables
Posted by [Haje Korth](#) on Thu, 10 Jun 2004 13:11:55 GMT
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Christopher,
oops, you are right, the 360 should have been a 720. I have worked with triangulate and trigrd in the past and what I learned is that you do NOT use these in time-critical operations. This is even slower than looping through a lookup table.

Cheers,
Haje

"Christopher Lee" <cl@127.0.0.1> wrote in message
news:20040610.093904.771151432.32286@buckley.atm.ox.ac.uk...
> In article <ca72v6\$qlb\$1@aplcore.jhuapl.edu>, "Haje Korth"
> <haje.korth@jhuapl.edu> wrote:
>
>
>> Good morning all,
>> I am working on a coordinate transformation for a map and I have a
>> simple problem. My mind is already blocked early in the morning and I
>> could use some input: I have an rgb image of dimensions [3,1440, 720]. I
>> need to rearrange the pixel in the image according to a lookup table of
>> dimension [2,1440,360], which contains the column and row of the new
>> pixel assigned to a location. Is there a magic way to do this without
>> looping through each pixel in IDL?
>> Thanks for helping,
>> Haje
>>
>
> The lookup table....Why is there only 360 points in the third dimension,
> not 720?
>
> I'm assuming the dimensions go as:
> 1st: [column, row]
> 2nd: new X location
> 3rd: new Y location
>
> If the 2nd and 3rd dimensions are the location of the point in the new
> image then you have a list of 1440*360
> points linking the old coordinates to the new grid?
>
> TRIANGULATE and TRIGRID should work then? using the XOUT and YOUT
> keywords to set your output grid.
>

>
> Chris.
