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Subject: Re: interpolation question

Posted by [Mark Hadfield](#) on Thu, 20 Apr 2006 19:26:58 GMT

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chen123.dian@gmail.com wrote:

> Thanks, Peter,

>

> Your code works well for 1-D data. It will be nice to extend it to 2-D

> data.

The key to solving your problem is locating the points of your output grid in the "index space" of your input grid. There are routines to do this in the Motley library:

<http://www.dfanning.com/hadfield/idl/README.html>

They are called MGH\_LOCATE and MGH\_LOCATE2, for 1D and 2D respectively. (The 1D version uses the INTERPOL trick suggested by Peter.) Their use was discussed on the group recently in a couple of threads entitled "Interpolating a regular grid" and "matching 2 grids". See

<http://tinyurl.com/r9t5s>

<http://tinyurl.com/fherp>

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Mark Hadfield        "Kei puwaha te tai nei, Hoesa tahi tatou"

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