Subject: Re: Image warping in IDL
Posted by Wox on Thu, 09 Nov 2006 12:37:21 GMT

On 8 Nov 2006 21:49:19 -0800, "Robbie" <retsil@iinet.net.au> wrote:

> I don't really understand the problem fully, but I'm sure that
> INTERPOLATE does all the hard work for you.

That would be for reverse mapping. In forward mapping, it's the
resampling (the for-loops in the original post) that takes processing
time. There isn't really a memory problem here.

So the problem in short:
1. How to get ride of the looping in the resampling step
OR
2. How to prevent having to do the resampling in the first place
(going to reverse mapping by having a "magical operation" converting
the 2D spline coefficients)