

---

Subject: Re: Image warping in IDL

Posted by [Wox](#) on Wed, 15 Nov 2006 12:18:20 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

> Drizzle like algo. (trigrid empty pixels): 9.92030

Sorry, I used "convol with 3x3 averaging kernel" to fill the empty pixels. The trigrid solution made the code hopelessly slow (150sec).

---