
Subject: Re: AVHRR Image Mapping Problem
Posted by [David Fanning](#) on Fri, 15 Dec 2006 21:46:22 GMT
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David Fanning writes:

> I guess one other possibility is that the parallels
> are correct, but the corners of the image are not.
> (I did verify that the numbers I use are the same
> as those listed in the documentation.) But changing
> numbers in a random way reminds me too much of object
> graphics programming to get too excited about THAT
> possibility. :-(

Whoa!! About the third number I switched suddenly solved
the problem! Uh, how do I justify THIS!? Talk about an
empirical programming style...

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

Sepore ma de ni thui. ("Perhaps thou speakest truth.")
