greg.addr@googlemail.com writes:

> I've written some code to warp an image into a map projection using
> warp_tri(). This works fine, but the area outside the warped image is
> left filled with some uniform value that I can't track down:
>
> res=warp_tri(xo,yo,x,y,im,output_size=viewport)
>
> IDL> print,min(res),max(res)
>   0.218271   0.723637
>
> IDL> print,res[0,0],res[430,620]
>   0.541057   0.541057
>
> I suppose it's coming from the INTERPOLATE function. I'd like to set
> it to some special value (say, zero) so that I can mask it out. I
> tried modifying the interpolate line in the warp_tri() code to use
> MISSING=0. but that didn't make any difference. Has anyone any
> suggestion?

WARP_TRI is only about 10 lines long and is nothing more than
a wrapper for TRIANGULATE and TRIGRID. I think I would just
use those two routines directly if I wanted better control.
In particular, I would investigate the MISSING keyword for
TRIGRID.

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.")