
Subject: warp_tri()

Posted by [greg.addr](#) on Wed, 18 Jul 2007 14:28:28 GMT

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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?

thanks,
Greg
