
Subject: Re: GRIDDATA woes

Posted by [David Fanning](#) on Tue, 04 Mar 2008 17:14:46 GMT

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Ben writes:

> For my purposes the INTERPOLATE method is probably just the ticket,
> but I do have this lingering question about the fact that the input
> values are drawn from the surface of a sphere. What are the
> conditions under which I do need to worry about it? Is it the spacing
> between the input values? The extend over the sphere? Some
> combination?

Well, I'm thinking about this now, too, and I'm just thinking out loud, but I wonder if this is only important if your input coordinates have already been projected onto some kind of map projection. In which case, maybe you could project them back into UV coordinates, do the gridding there (without the dread SPHERE keyword set), and then reproject them back to lat/lon coordinates.

Just an idea. I'd like to hear from someone with more experience with this.

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.")
