On Mar 4, 12:54 pm, David Fanning <n...@dfanning.com> wrote:
> Bill Gallery writes:
>> My mistake: I removed /sphere everywhere except in the posted article.
>
> Yes, I assumed so. But did you have any justification for it?
> I mean, besides the fact that it wouldn't work otherwise?
> Even hand waving would be welcome at this point. :-)
>
> Cheers,
>
> David
> --
> David Fanning, Ph.D.
> Fanning Software Consulting, Inc.
> Coyote's Guide to IDL Programming:http://www.dfanning.com/
> Sepore ma de ni thui. ("Perhaps thou speakest truth.")

The /sphere method returns cartesian coordinates: $x^2+y^2+z^2 = 1.0$. I
knew I wanted the results on a grid of latitude and longitude so the
method without /sphere seemed the way to go.   I never tried the /
sphere option and the other method worked well enough for my
application.

On the other hand, I don't understand the implications of the /sphere
option: without it, you appear to be interpolating on a flat surface.
What happens near the poles? What about crossing the meridian from 359
deg to 0 deg? I never investigated these question. Perhaps you can
elucidate them in your white paper.

Cheers,
Bill