
Subject: Re: what is the best way to do a surface (or 2D) interpolation?

Posted by [Jean H.](#) on Tue, 23 Sep 2008 17:53:27 GMT

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> Here's a way to get verts:

>

> sz = size(array)

> nx = sz[0]

> ny = sz[1]

> nz = sz[2]

> ns = sz[sz[0]+2]

> verts = findgen(ns)

Shouldn't it be indgen() ...

> verts = transpose([[verts mod nx], [verts/nx mod ny], [verts/nx/

> ny]])

>

> BTW, I'd like to find a faster way, if there is one.

what about this:

print, array_indices(arr, indgen(ns))

Jean
