Subject: Re: what is the best way to do a surface (or 2D) interpolation?
Posted by Brian Larsen on Tue, 23 Sep 2008 17:25:46 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)
> 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.

This looks like the right thing but doesn't seem to give the right
answer (or am I using it wrong?)

```
;; this is my data
array=findgen(15,3)
;; and get the verts
sz = size(array)
nx = sz[0]
ny = sz[1]
nz = sz[2]
ns = sz[sz[0]+2]
verts = findgen(ns)
verts = transpose([ [verts mod nx], [verts/nx mod ny], [verts/nx/
ny] ])

IDL> print, verts
     0.00000      0.00000      0.00000
     1.00000     0.500000    0.0333333
     0.00000      1.00000    0.0666667
     1.00000      1.50000     0.100000
     0.00000      2.00000     0.133333
     1.00000      2.50000     0.166667
```

The z values that are here are not in my original array...

Sorry to hijack your post Paula,

Brian

Brian Larsen