
Subject: Re: Maps and interpolation w/ invalid data points

Posted by [mankoff](#) on Mon, 30 Mar 2009 18:24:21 GMT

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On Mar 30, 2:12 pm, David Fanning <n...@dfanning.com> wrote:

> mankoff writes:

>> I'm having trouble with making smoothed maps with invalid data points.

>> I'm able to produce maps with grayed invalid boxes when there is no

>> smoothing (bilinear=0 in map_image). I'm able to produce interpolated

>> images without getting the rainbows around the invalid points by using

>> TRIANGULATE and TRIGRID.

>

>> But I'm having trouble combining these two techniques.

>

>> My input data is 72 by 44, so map_image replicates most of the data

>> points when returning an array around 500 by 300. If /BILINEAR is set

>> then I get rainbows around the invalid data points. If it is not set,

>> and I run my triangulate & trigrid algorithm it doesn't have much

>> effect due to the repetition of similar values due to the enlarged

>> warped array. Setting MIN_VALUE and MISSING keywords to map_image

>> doesn't help either.

>

>> It seems like if I set the output size of the map to be tiny, so that

>> map_image did not enlarge the array, then it would work. If producing

>> postscript I could blow it up after and it would still look good. But

>> this seems like a strange workaround.

>

> I don't follow the reasoning here. Wouldn't you fix

> the small 72 by 44 image with your Triangulate and Trigrd

> method first, then warp this into your map space with Map_Image?

>

> Cheers,

>

> David

>

> --

> David Fanning, Ph.D.

> Coyote's Guide to IDL Programming (www.dfanning.com)

> Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Yeah I don't follow my reasoning either :). Duh.

Thanks,

-k.
