Subject: Maps and interpolation w/ invalid data points
Posted by mankoff on Mon, 30 Mar 2009 17:57:45 GMT

View Forum Message <> Reply to Message

Hi Group,

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.

Any hints?

Thanks,

  -k.