
Subject: Re: problem with TRIANGULATION option in CONTOUR

Posted by [Ardhuin](#) on Tue, 26 Oct 2010 13:34:19 GMT

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Hi to all,

OK David, your stuff makes a contour ... but you go through trigrid,
so you loose the initial resolution (a bit like going from vector to
raster graphics ...).

so MY REAL QUESTION is: what is so special about the triangle fed into
CONTOUR ??? Why can't I just provide my own??

I guess I now must turn to ITTVIS.

> Actually, in defense of my own (blissful) ignorance, it is not obvious
> that the triangulation is anything other than what might be produced by
> TRIANGULATE.

Why not?

> probably saying, "What is it with these dopes! I have been saying that
> all along!" Well, free help probably isn't worth some much nowadays.
you're dead on. But at least some other folks like me now know it by
reading it.

>

> How did you clip the triangulation to begin with?

No, I use this wonderful tool:

<http://www.cs.cmu.edu/~quake/triangle.html>

Which is widely used for Computational Fluid Dynamics ... and it would
be nice that IDL could use this native triangle grid ...

Thanks for your patience,

Fabrice
