
Subject: Re: weird behavior of Triangulate

Posted by [David Fanning](#) on Wed, 12 Sep 2012 14:42:03 GMT

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Yngvar Larsen writes:

```
> ;; xcoord_in/ycoord_in are the coordinates of the grid points of your input grid.  
> ;; dx_in/dy_in is the grid resolution in x/y direction.  
> xind = (utm33[0,*] - xcoord_in[0,0])/dx_in  
> yind = (utm34[1,*] - ycoord_in[0,0])/dy_in  
> ;; or  
> ;; yind = (ycoord_in[0,0] - coord[1,*])/dy_in  
> ;; if first line of the input data array is "upper row"/"northernmost row" like in your example
```

Thanks, Yngvar. Your explanation now squares with what I thought I understood. :-)

My biggest problem is figuring out how to get index arrays. I seem to have a mental block against figuring it out. As I pondered the problem yesterday, I discovered that I could use `Scale_Vector` to create the index arrays. Since I *do* understand `Scale_Vector`, this has helped tremendously. I still get confused about the index values for latitudes. Do they have to get reversed or not!? Maybe not, if I already reversed the data... etc. Sheesh!

Some data sets lend themselves to checking. Others not so much. Throw in a deep suspicion of anything coming out of the `Map` function, and you have the makings of a deep paranoia. Still, I feel like I am making some progress. :-)

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.idlcoyote.com/>

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