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.")