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Subject: Re: weird behavior of Triangulate

Posted by [David Fanning](#) on Mon, 17 Sep 2012 12:56:47 GMT

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Yngvar Larsen wrote a few days ago:

> From my point of view, GRIDDATA is for gridding \_irregular\_ data,  
> which is a hard problem. If your data is already on some regular  
> grid, why would you want to triangulate? Regular interpolation  
> is all that is needed if you do it the right way.

Since I don't really understand something until and unless I write it down (and you thought I maintain this web page for you!), I have modified my article on this topic to include (thanks to Yngvar's invaluable help) the fast way to do this interpolation.

I even managed to reason my way out of a problem that caused my gridded data to be an upside-down mirror image of what I expected and wanted. In the process, I think I actually came to understand what I was doing when I was creating the fractional indices necessary to do interpolation correctly.

And, since interpolation is orders of magnitude faster than gridding the data (which may NEVER finish, as far as I know, when using real-world satellite data), the pain of learning this new (for me, anyway) technique is more than offset by the benefits.

You can learn more about it at the end of this article:

[http://www.idlcoyote.com/code\\_tips/usegriddata.html](http://www.idlcoyote.com/code_tips/usegriddata.html)

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.")

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