
Subject: Re: weird behavior of Triangulate

Posted by [David Fanning](#) on Wed, 12 Sep 2012 16:11:35 GMT

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Coyote writes:

> I appreciate the help. I'll see if I can find some time to have another
> go at this. I have been working on a "map_patch" alternative that
> sorta works. Perhaps I can fit these ideas into it in a reasonably
> robust fashion.

Yowser! I incorporated this "right way" interpolation scheme into my "Map_Patch" alternative function and it is blisteringly fast!

This is the well-behaved solution. Now I have to work on the more difficult scenarios. But, this is exciting!

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.")
