
Subject: Re: You ever wonder why....

Posted by [Achim Hein](#) on Fri, 21 Feb 1997 08:00:00 GMT

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Phil Williams wrote:

>

> 1) The default method for congrid is nearest neighbor sampling but the
> default method for rebin is bilinear interpolation?

REBIN is a little bit faster

> 2) When you convert numbers on machines that need their bytes swapped
> this isn't handled by long, float, etc.?

I do not know any method solving the byteswapping in IDL, we got this
problem working with HP-UNIX data on DIGITAL-ALPHA-VAX under VMS and we
'correct' the byteswapping with C-routines.

> BTW, it looks like I must be an inDUHvidual as well. Not only is the
> answer to my phantom question "Why not use randomu?", but I just
> overwrote real data with my phantom data!!!! :-(

I think it would be helpful to get some more detail about what kind of
problem you are working on.

Regards

Achim

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