
Subject: Re: New Fast Kriging Semivariogram Spherical Model Incorrect?
Posted by chris_torrence@NOSPAM on Thu, 17 Oct 2013 04:24:23 GMT
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On Wednesday, October 16, 2013 10:20:13 PM UTC-6, David Fanning wrote:

> Chris Torrence writes:

>
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>

>> Anyway, on a slightly different note, it would be *great* if you didn't create your own cgKrig2D. I worry that we are fragmenting the IDL user base and creating confusion. If there is something wrong with the latest version of Krig2D, we should figure out the right solution and fix the code that ships with IDL. If people want the faster code, it has already been posted here, and will be made available in the official release in just a couple of months or less.

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>

> Yes, I understand this and I'm sympathetic. I don't like to duplicate

>

> code either. And I haven't actually released this. I'm just trying to

>

> make it work with some mapping software I've been working on. Since the

>

> other code is in the Coyote Library, I have the age old problem of what

>

> to do with code I need to make it work. Relying on code that will come

>

> out in IDL 8.3 is not that attractive to me, since I think the vast

>

> majority of the people who use the Coyote Library don't have the latest

>

> version of the software. That's basically why I went to the trouble of

>

> writing my own. Plus, I wanted to learn how it works. Nothing like

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> writing your own algorithms to teach you how little you know about

>

> something, I guess. ;-)

>

>

>

> No, I am happy to use your software. I just want to be sure it works.

>

> You probably haven't gotten around to it yet, but I can seem to get the

>

> new software working with gridded input. I really don't know what that

>

> is about!

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> Cheers,
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> David
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> --
>
> David Fanning, Ph.D.
>
> Fanning Software Consulting, Inc.
>
> Coyote's Guide to IDL Programming: <http://www.idlcoyote.com/>
>
> Sepore ma de ni thue. ("Perhaps thou speakest truth.")

Sounds great David. Thanks for understanding. Also, see my other post regarding the bug in my code. :-)
-Chris
