Subject: Re: Variable Pixel Spacing for Images in IDL
Posted by David Fanning on Fri, 29 Nov 2013 17:24:09 GMT

David Fanning writes:

>> It works in this case, because re-gridding is not needed and then not used.
>> But the automatic re-gridding is far from optimal (due to present limitations in IDL's internal gridding software). It is usually very slow and can even crash your IDL session.
>> Hope that this will be fixed in IDL 8.3 !
>
> Oh. Bummer! :-(

Reminds me of the play, Waiting for Godot. :-)

Cheers,

David
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Coyote's Guide to IDL Programming: http://www.idlcoyote.com/
Sepore ma de ni thue. ("Perhaps thou speakest truth.")