
Subject: What is "grid" doing?

Posted by [mark](#) on Sat, 23 Apr 1994 00:16:14 GMT

[View Forum Message](#) <> [Reply to Message](#)

I have some non-uniformly sampled data that I would like to re-grid, and I would like to use the "grid" function. The only problem is, I want to know what it is doing before I blindly use it. I looked in the source for the grid function, and it calls another function, this time a binary executable (called "gridder"), that does that actual regridding. Does anyone have an algorithm description for this function?

Thanks

mark

mark@ee.byu.edu

Subject: Re: What is "grid" doing?

Posted by [landers](#) on Mon, 25 Apr 1994 13:21:01 GMT

[View Forum Message](#) <> [Reply to Message](#)

PV-WAVE? If so, look into fast_grid3.pro and grid_3d.pro. They're in the std library (if you're at version 4.20 - otherwise they're with the ARL stuff). these are pretty straight-forward gridders, with no derivative smoothing or anything like that, but they are faster than grid (at least in my experience), and you can see/modify what they're doing.
