
Subject: Re: Resizing Oddity

Posted by [Bringfried Stecklum](#) on Thu, 29 Jan 2004 10:00:01 GMT

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David Fanning wrote:

> I have two questions. The first is for all of you.
>
> 1. Why do I have to deconstruct my image to get what I
> expected to get with a single line of code? What is
> Congrid doing in Window 3 that is different from what
> it is doing in Window 4?
>

Dear David,

a quick look at [congrid.pro](#) reveals that for 3D arrays, linear interpolation is always done (INTERP and CUBIC do not have any effect). In case of 2D arrays, however, INTERP=0 will force congrid to behave like rebin which gives you the desired blocky appearance.

2nd question. What about

```
tv,congrid(rebin(testdog,400,3,550,/sam),400,3,400),true=2
```

cheers,

Bringfried

Bringfried Stecklum

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Subject: Re: Resizing Oddity

Posted by [David Fanning](#) on Thu, 29 Jan 2004 14:07:39 GMT

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Bringfried Stecklum writes:

> a quick look at [congrid.pro](#) reveals that for 3D arrays, linear interpolation
> is always done (INTERP and CUBIC do not have any effect). In case of
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>
> 2nd question. What about
>

```
> tv,congrid(rebin(testdog,400,3,550,/sam),400,3,400),true=2
```

Alright! We have a winner, and have exposed a lurker too! :-)

I...uh, didn't think about actually looking at the code.
(How many years have I been doing this!?) I have a new rule: No posts before the 2nd cup of coffee in the morning or after the Late News at night. :-(

Thanks for this.

Cheers,

David

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