
Subject: Re: implementing pre pritten routines
Posted by [David Fanning](#) on Sat, 19 Jun 2004 21:47:43 GMT
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Lafoz writes:

> I was wondering if anyone could help me. I was given pre written
> routine
> this is what is given to me (by the name of the author i believe it
> came off one the messages here)
> I have 3 dimensional array of data (100x40x10)
> I was wondering if someone could help me write a code that would
> interpolate the data (I hope that makes some sense).

Does it make any sense to you?

> Any other suggestions are welcome

Why don't you tell us what you are trying to do. :-)

Cheers,

David

--

David Fanning, Ph.D.
Fanning Software Consulting, Inc.
Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

Subject: Re: implementing pre pritten routines
Posted by [aontman1](#) on Sun, 20 Jun 2004 02:17:57 GMT
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David Fanning <davidf@dfanning.com> wrote in message
news:<MPG.1b3e6269a40569659897a4@news.frii.com>...

I have two contours (images) one lies above the other one, and I'm
trying to connect the two to form mountain looking thing. I hope that
clarifies it a bit.

Thanks

Lafoz

> Lafoz writes:

>

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> Why don't you tell us what you are trying to do. :-)
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> Cheers,
>
> David

Subject: Re: implementing pre pritten routines
Posted by [David Fanning](#) on Sun, 20 Jun 2004 04:38:07 GMT
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Lafoz writes:

> I have two contours (images) one lies above the other one, and I'm
> trying to connect the two to form mountain looking thing. I hope that
> clarifies it a bit.

Ah, right. Forget that INTERPOLATE program you were given. :-)

Put your contours into an IDLgrROIGroup object, then use
the ComputeMesh method to create your surface mesh.

The steps are outlined in this article, which demonstrates
how to build a 3D surface from 2D contours:

http://www.dfanning.com/graphics_tips/mesh.html

Cheers,

David

--

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