
Subject: Re: Help with co-ordinate conversions...
Posted by [todd](#) on Sat, 05 Nov 1994 03:32:18 GMT
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In PV~Wave you could use the fastgrid routines out of the advanced rendering library (ARL). In IDL isn't there something like triangulate?

Todd

Subject: Re: Help with co-ordinate conversions...
Posted by [rouse](#) on Sun, 06 Nov 1994 05:53:41 GMT
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Try the TRIANGULATE and TRIGRID combination. - Roger

```
+-----+
|Roger B. Rouse      + # # # .      |
|                   #      . +      |
|Arizona State University #    ++ #    |
|Dept. Physics & Astronomy    ++ + #  +  |
|Tempe, Az, 85287-1504      +    + #    |
|                   . . @ . .      |
|rouse@sevens.la.asu.edu    #    +    +  |
|                   + # + ++      |
|"The AscII Galaxy found    #    ++ .    |
|in the Local Network."    + .    #    |
|                   . # + # .    Rouse|
+-----+
```