
Subject: Re: Grid Transformation to a new grid
Posted by [david\[4\]](#) on Tue, 12 Feb 2008 11:23:49 GMT
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Hi,
I use this one to interpolate with nearest_neighbour:
z_Data_limits=GRIDDATA(xutm_i(0:num_gates_max-1,*),yutm_i(0: num_gates_max-1,*),
\$

```
z_data(0:num_gates_max-1,*,k,i),METHOD='NearestNeighbour'),T RIANGLES=tri....)
```

Is this what you want?

Cheers!

capmail79-google@yahoo.de wrote:

```
> Hello Everybody!  
>  
> I want to transpose 3D Radar values from an irregular grid to a  
> definable 3D grid. Since I could not find any function for the 3D  
> problem I tried the function trigrd for 2D grids, which works very  
> well for the middle area of my domain, but does only poorly replicate  
> the radar echoes on the edges. I assume, this is due to the  
> interpolation of the values, which happens within the function.  
>  
> If I could have the source code of the function trigrd, i could  
> possibly adapt it to my problem, but i could not find that.  
>  
> So I tried to find a function which just takes the value of the  
> nearest neighbour and writes it on the new grid, without any  
> interpolation. I did not succeed here, too.  
>  
> Does anybody know a program for my problem or where I can get the  
> source code of the function trigrd? Or even better, it would be  
> great, if there is a program which could handle the grid  
> transformation problem quickly and efficiently on a 3D grid!  
>  
> Thanks, very much!  
>  
> Vera  
>
```

Subject: Re: Grid Transformation to a new grid
Posted by [Spon](#) on Tue, 12 Feb 2008 11:37:50 GMT
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On Feb 12, 11:23 am, david <da...@grahi.upc.es> wrote:

```
> Hi,  
> I use this one to interpol with nearest_neighbour:  
> z_Data_limits=GRIDDATA(xutm_i(0:num_gates_max-1,*),yutm_i(0: num_gates_max-1,*),  
> $  
>  
> z_data(0:num_gates_max-1,*,k,i),METHOD='NearestNeighbour'),T RIANGLES=tri....)  
>  
> Is this what you want?  
>  
> Cheers!  
>  
> capmail79-goo...@yahoo.de wrote:  
>> Hello Everybody!  
>  
>> I want to transpose 3D Radar values from an irregular grid to a  
>> definable 3D grid. Since I could not find any function for the 3D  
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>> source code of the function trigrd? Or even better, it would be  
>> great, if there is a program which could handle the grid  
>> transformation problem quickly and efficiently on a 3D grid!  
>  
>> Thanks, very much!  
>  
>> Vera
```

Take a look at the QHULL and QGRID3 functions, particularly Example 3
in the QGRID3 help file. Seems to me this might give you what you
want.

All the best,
Chris
