
Subject: Re: Maps and interpolation w/ invalid data points
Posted by [David Fanning](#) on Mon, 30 Mar 2009 18:12:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

mankoff writes:

> I'm having trouble with making smoothed maps with invalid data points.
> I'm able to produce maps with grayed invalid boxes when there is no
> smoothing (bilinear=0 in map_image). I'm able to produce interpolated
> images without getting the rainbows around the invalid points by using
> TRIANGULATE and TRIGRID.
>
> But I'm having trouble combining these two techniques.
>
> My input data is 72 by 44, so map_image replicates most of the data
> points when returning an array around 500 by 300. If /BILINEAR is set
> then I get rainbows around the invalid data points. If it is not set,
> and I run my triangulate & trigrig algorithm it doesn't have much
> effect due to the repetition of similar values due to the enlarged
> warped array. Setting MIN_VALUE and MISSING keywords to map_image
> doesn't help either.
>
> It seems like if I set the output size of the map to be tiny, so that
> map_image did not enlarge the array, then it would work. If producing
> postscript I could blow it up after and it would still look good. But
> this seems like a strange workaround.

I don't follow the reasoning here. Wouldn't you fix
the small 72 by 44 image with your Triangulate and Trigrig
method first, then warp this into your map space with Map_Image?

Cheers,

David

--
David Fanning, Ph.D.
Coyote's Guide to IDL Programming (www.dfanning.com)
Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Subject: Re: Maps and interpolation w/ invalid data points
Posted by [mankoff](#) on Mon, 30 Mar 2009 18:24:21 GMT
[View Forum Message](#) <> [Reply to Message](#)

On Mar 30, 2:12 pm, David Fanning <n...@dfanning.com> wrote:

> mankoff writes:
>> I'm having trouble with making smoothed maps with invalid data points.

>> I'm able to produce maps with grayed invalid boxes when there is no
>> smoothing (bilinear=0 in map_image). I'm able to produce interpolated
>> images without getting the rainbows around the invalid points by using
>> TRIANGULATE and TRIGRID.
>
>> But I'm having trouble combining these two techniques.
>
>> My input data is 72 by 44, so map_image replicates most of the data
>> points when returning an array around 500 by 300. If /BILINEAR is set
>> then I get rainbows around the invalid data points. If it is not set,
>> and I run my triangulate & trigrid algorithm it doesn't have much
>> effect due to the repetition of similar values due to the enlarged
>> warped array. Setting MIN_VALUE and MISSING keywords to map_image
>> doesn't help either.
>
>> It seems like if I set the output size of the map to be tiny, so that
>> map_image did not enlarge the array, then it would work. If producing
>> postscript I could blow it up after and it would still look good. But
>> this seems like a strange workaround.
>
> I don't follow the reasoning here. Wouldn't you fix
> the small 72 by 44 image with your Triangulate and Trigrd
> method first, then warp this into your map space with Map_Image?
>
> Cheers,
>
> David
>
> --
> David Fanning, Ph.D.
> Coyote's Guide to IDL Programming (www.dfanning.com)
> Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Yeah I don't follow my reasoning either :). Duh.

Thanks,

-k.

Subject: Re: Maps and interpolation w/ invalid data points
Posted by [David Fanning](#) on Mon, 30 Mar 2009 18:49:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

mankoff writes:

> Yeah I don't follow my reasoning either :). Duh.

Oh, well, it's Monday. I'd say maybe cut back just
a skosch on the margaritas over the weekend. ;-)

Cheers,

David

--

David Fanning, Ph.D.

Coyote's Guide to IDL Programming (www.dfanning.com)

Sepore ma de ni thui. ("Perhaps thou speakest truth.")
