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Subject: Maps and interpolation w/ invalid data points  
Posted by [mankoff](#) on Mon, 30 Mar 2009 17:57:45 GMT  
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Hi Group,

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.

Any hints?

Thanks,

-k.

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