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Subject: TV type routine that can use irregular x and y coordinates?

Posted by [astroboy.20000](#) on Thu, 09 Feb 2017 21:34:57 GMT

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Hello,

I currently have a plot routine that plots up f,x,y data (f at least is a 2D array, x and y can be 1 or 2D) as an image using iterations of polyfill. x and y don't have to be regularly spaced of course, they can be log-based coordinates.

However, this process takes some time with million point datasets, even plotting to a pixmap and then copying to an actual visible window using device.

Is there something like TV or TV image that would handle x and y coordinates?

I've spent some time on this without coming up with anything that works well and I suspect I'm trying to re-invent the wheel here...

Thanks,

Mark

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Subject: Re: TV type routine that can use irregular x and y coordinates?

Posted by [Matthew Argall](#) on Fri, 10 Feb 2017 19:42:56 GMT

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I do not know of a substitute for polyfill. However, you can calculate the size of each image pixel and compare it to the size of a pixel on your monitor. If an image pixel is smaller than a monitor pixel, then you can average several points and reduce the size of your image.

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