
Subject: Re: You ever wonder why....

Posted by [Achim Hein](#) on Fri, 21 Feb 1997 08:00:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Phil Williams wrote:

>

- > 1) The default method for congrid is nearest neighbor sampling but the
- > default method for rebin is bilinear interpolation?

REBIN is a little bit faster

- > 2) When you convert numbers on machines that need their bytes swapped
- > this isn't handled by long, float, etc.?

I do not know any method solving the byteswapping in IDL, we got this problem working with HP-UNIX data on DIGITAL-ALPHA-VAX under VMS and we 'correct' the byteswapping with C-routines.

- > BTW, it looks like I must be an inDUHvidual as well. Not only is the
- > answer to my phantom question "Why not use randomu?", but I just
- > overwrote real data with my phantom data!!!! :-(

I think it would be helpful to get some more detail about what kind of problem you are working on.

Regards

Achim

--

Dipl.-Ing. A. Hein
PB2 / ZEISS - Uni-GH-Siegen
Paul-Bonatz Str. 9-11
57068 Siegen
Phone: 0271/740-3362
Fax: 0271/740-2336

Please have a look at our Web-Sites:

http://www.nv.et-inf.uni-siegen.de/pb2/www_pb2
