
Subject: Fast Cosine Transform Routine

Posted by [Paul R. Harvey](#) on Fri, 22 May 1998 07:00:00 GMT

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Hi,

I use IDL a lot and currently have the need to perform 2D cosine transforms. I have implemented this using the FFT command in IDL. (How to do a cosine transform using the FFT is described in "Numerical Recipes in C"). I am not happy with this approach and would prefer to use a more direct method. I can code the cosine transform into IDL but first I would like to see if anyone knows of an IDL routine that already exists for 2D cosine transforms.

Thanks

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