

## Kepler - Bug #2243

### bug in inverse distance interpolation in Grid Rescaling actor

11/04/2005 09:22 AM - Dan Higgins

<b>Status:</b>	Resolved	<b>Start date:</b>	11/04/2005
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>	Dan Higgins	<b>% Done:</b>	0%
<b>Category:</b>	actors	<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>	1.0.0alpha8	<b>Spent time:</b>	0.00 hour
<b>Bugzilla-Id:</b>	2243		

#### Description

An attempt to smooth the IDW interpolation near NO\_DATA edges of a grid has resulted in errors in interpolation (that are clearly visible as a 'waffle' type background in images).

Reason for this bug is currently unclear. Needs to be fixed for use in ENM workflow.

#### History

##### #1 - 11/04/2005 11:47 AM - Dan Higgins

Bug fixed with logic change in code for IDW interpolation. Smoothing near NO\_DATA edges could probably be improved, but probably acceptable.

##### #2 - 03/27/2013 02:19 PM - Redmine Admin

Original Bugzilla ID was 2243