

Kepler - Bug #2243

bug in inverse distance interpolation in Grid Rescaling actor

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

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