

**NAME**

**mbstripNaN** – filter to remove NaN nodes

**VERSION**

Version 5.0

**SYNOPSIS**

**mbstripNaN**

**DESCRIPTION**

**mbstripNaN** is a utility for removing NaN nodes that are produced by the GMT utilities **grd2xyz** and **blockmean** with the **-bo** option. The standard output of **mbstripNaN** may be fed into the standard input of **surface** with the **-bi** option. This is used by the **mbm\_grd2geovrml** utility in order to spline fill areas of no data so that irregular bathymetry may be effectively visualized using GeoVRML which has no concept of NaN.

Note that **mbstripNaN** works with a double precision data stream.

The code is simple. Here it is:

```
#include <stdio.h>
#include <math.h>

/*
 * Read double x,y,z on stdin and send to stdout all
 * triplets but ones where z == NaN
 */
main () {
    struct node { double lon, lat, height; };
    struct node n;
    while ( ( fread(&n, 24, 1, stdin) > 0 ) ) {
        if ( ! isnan(n.height) ) {
            fwrite(&n, 24, 1, stdout);
        }
    }
}
```

**MB-SYSTEM AUTHORSHIP**

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**EXAMPLE**

This is a command that **mbm\_grd2geovrml** constructs and executes:

```
#
# Convert grid to xyz format for filling in blank
```

```
# areas, preprocess w/blockmean, use surface to
# extrapolate to no data areas
#
grd2xyz -bo Samp_OregonMarginI_bath.grd | blockmean \
-bi -bo -V -I0.00336363636363635/0.00134545454545457 \
-R-125.2/-124.867/45/45.1332 | mbstripNaN | surface \
-bi -I0.00336363636363635/0.00134545454545457 \
-S0.333312 -T0.35 -GTmp_OregonMarginI_bath.grd -V \
-R-125.2/-124.867/45/45.1332
```

**SEE ALSO**

**grd2xyz(1), blockmean(1), surface(1), mbm\_grd2geovrml(1)**

**BUGS**

How many bugs can there be in an 8 line program?