

## GammaLib - Feature #1729

### Add support to smooth sky maps

03/03/2016 10:42 PM - Knödlseider Jürgen

<b>Status:</b> Closed	<b>Start date:</b> 03/03/2016
<b>Priority:</b> Normal	<b>Due date:</b>
<b>Assigned To:</b> Knödlseider Jürgen	<b>% Done:</b> 100%
<b>Category:</b>	<b>Estimated time:</b> 0.00 hour
<b>Target version:</b> 1.5.0	
<b>Description</b> The GSkyMap class should have method(s) that allows for smoothing and denoising of data	
<b>Subtasks:</b> Action # 1730: Add low-level support for smoothing of 1D and 2D arrays <b>Rejected</b> Action # 1731: Use low-level FFT classes to implement GSkyMap smoothing <b>Closed</b>	
<b>Related issues:</b> Related to ctools - Feature # 1530: Python Function to Convert GObservations ... <b>Feedback</b>	

#### History

##### #1 - 03/03/2016 10:43 PM - Knödlseider Jürgen

- Related to Feature #1530: Python Function to Convert GObservations to GCTABackground3D added

##### #2 - 06/21/2016 10:01 PM - Knödlseider Jürgen

- Target version set to 1.2.0

##### #3 - 03/03/2017 10:17 AM - Knödlseider Jürgen

- Target version changed from 1.2.0 to 1.3.0

##### #4 - 06/06/2017 10:28 PM - Knödlseider Jürgen

- Target version changed from 1.3.0 to 1.4.0

##### #5 - 07/31/2017 11:08 PM - Knödlseider Jürgen

- Target version changed from 1.4.0 to 1.5.0

##### #6 - 10/17/2017 06:02 PM - Knödlseider Jürgen

- Status changed from New to Closed

- Assigned To set to Knödlseider Jürgen

A GSkyMap::smooth method has been added that allows smoothing with uniform disk a Gaussian kernels.

Merged code into devel.