

## GammaLib - Action #1730

Feature # 1729 (Closed): Add support to smooth sky maps

### Add low-level support for smoothing of 1D and 2D arrays

03/03/2016 10:45 PM - Knödseder Jürgen

<b>Status:</b>	Rejected	<b>Start date:</b>	03/03/2016
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assigned To:</b>		<b>% Done:</b>	0%
<b>Category:</b>		<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>	1.5.0		
<b>Description</b>			
Classes should be added to allow for smoothing of 1D or 2D arrays based on a fast-fourier transform.			

#### History

**#1 - 06/21/2016 10:02 PM - Knödseder Jürgen**

- Target version set to 1.2.0

**#2 - 03/03/2017 10:22 AM - Knödseder Jürgen**

- Target version changed from 1.2.0 to 1.3.0

**#3 - 06/06/2017 10:26 PM - Knödseder Jürgen**

- Target version changed from 1.3.0 to 1.4.0

**#4 - 07/31/2017 11:10 PM - Knödseder Jürgen**

- Target version changed from 1.4.0 to 1.5.0

**#5 - 10/17/2017 05:13 PM - Knödseder Jürgen**

- Status changed from New to Rejected

This support is not really needed as the job can be done using the current GFFt class.