
Subject: Re: Translation Error

Posted by [Martin Downing](#) on Sat, 22 Sep 2001 13:44:47 GMT

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"Steve Hartmann" <s.l.h@badspam.home.com> wrote in message
news:+EiqO3DfXtqC9YDSjBLilBClgzb+@4ax.com...

> Are you certain that the translation components of your *matrix* array
> are in pixels and not cm or mm?

>

> I don't believe that any type of round-off or other error in the IDL
> commands would give that much error. You could easily test the
> accuracy of your technique by creating a transformation without any
> rotation and some set translation (say [20, 0, 0]) and see if your
> transformed image is correct.

>

> -Steve

I agree - sounds to me like your transform matrix is the culprit - it is a
float/double isn't it?

If I were you I would use T3d to set the transform as in the example
transform code I posted, or at least check against T3D.

Martin
