
Subject: Re: Center of mess

Posted by [Thomas Launey](#) on Tue, 05 Aug 2003 09:43:05 GMT

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In article <onwudshe4a.fsf@cow.physics.wisc.edu>, craigmnet@cow.physics.wisc.edu says...

>
> Hmm, the problem is that you are assigning pixel values with DINDGEN,
> which by default will assign 0.0 to pixel 0, 1.0 to pixel 1, and so
> on. You should add 0.5 to your pixel values, if you intend that the
> left edge of the pixel is 0.0, the right edge is 1.0, and the center
> is 0.5, etc.

>
> Y=Total(total(array,1,/double)*(dindgen(sizarr[1]) + 0.5))/totalarr
>
> and so on.

>
> Good luck,

>
> Craig

>
Actually, my solution was to add 0.5D to the returned X and Y. Still, I
am concerned that this procedure (without the "+0.5") seems to be quite
widespread in the IDL community to find centroid. Am I misunderstanding
the meaning of the returned values or is it a bug in the procedure ?

Thanks,
Thomas

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