
Subject: Re: Fractional Pixels Origin?

Posted by [Craig Markwardt](#) on Wed, 15 Feb 2006 22:28:30 GMT

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"CJCrockett" <ccrockett@astro.umd.edu> writes:

> A quick question. Does anyone know, definitively, what origin IDL uses
> when defining fractional pixels? Is (0.0,0.0) the center, bottom left,
> or other, of the pixel?

Greetings, fellow Terrapin! David is right, IDL treats graphics on
the **screen** as whole pixels.

The place where fractional pixels comes in is probably the
INTERPOLATE() routine. That routine definitely considers the place
where the pixel value is defined to be at the **lower left** corner of
the box.

Craig

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Astrophysics, IDL, Finance, Derivatives | Remove "net" for better response
