
Subject: Re: POLY_2D inconsitent interpolation
Posted by [Randolf Klein](#) on Thu, 10 Aug 2006 20:12:39 GMT
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On 08/08/2006 08:13 AM, Tom S. wrote:

> Oops! I may be wrong. Specifying MISSING=0 just makes the white pixels
> go away. Anyway, this does seem to be a bug, rather than a feature,
> because specifying a zero-pixel border should create more
> rounded-looking edges anyway.
>
> -Tom
>

Can anybody comment, please?

Is this a well known bug? Do workarounds exist? I am especially interested in workarounds for hastrom, since this bug shift my sources by 1/2 a pixel relative to the astrometry in the header depending on the interpolation method used.

Thanks
RK
