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Subject: Re: Image warping in IDL

Posted by [JD Smith](#) on Wed, 22 Nov 2006 16:22:46 GMT

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On Wed, 22 Nov 2006 09:21:27 +0100, Wox wrote:

> It's because I use [0,0] instead of [0.5, 0.5] as center of the first  
> pixel. floor(xy) gives then the lower-left pixel. So UR, UL, LR and LL  
> are given by:  
> floor(x)+offx[1,0,1,0]  
> floor(y)+offy[1,1,0,0]

That's pretty clever... a case where [0,0] pixels centers as a  
coordinate system works better (rare in my opinion ;).

JD

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