Subject: Re: Image warping in IDL
Posted by JD Smith on Tue, 21 Nov 2006 17:10:57 GMT
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On Tue, 21 Nov 2006 10:18:02 +0100, Wox wrote:

> This is because I added a "boarder" of two pixels to the output image.
>
> interimg=MAKE_ARRAY(imgs[1]+4,imgs[2]+4,type=size(*img,/type ))
>
> I did this for the pixels that "fall-off". I just have to use < and >
> as in:
>
> off_x=0>(rebin(outpix[0,*],4,npix)+off_x)<(imgsinter[1]-1)
> off_y=0>(rebin(outpix[1,*],4,npix)+off_y)<(imgsinter[2]-1)
>
> After that, I cut off the 2 pixel boarder that accumulated all
> fall-off pixels. I thought this was the most efficient way. Otherwise
> I had to use if statements or something.

Interesting method. What I was specificially referring to is that you have no "sign" term for dx or dy, so I'm not sure how you know which quadrant relative to the target pixel your 4 output pixels occupy (UL, UR, LL, LR). It seems you're always hitting a single quadrant. For the final fsum eq 0. test for empty pix, a simple where(fsum eq 0.) should suffice.

JD