
Subject: Re: Shifted origin using Polywarp and Poly_2d
Posted by [wlandsman](#) on Wed, 14 Nov 2007 14:42:02 GMT
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On Nov 13, 5:42 pm, jds...@udel.edu wrote:

> Hi,
>
> I have some 2k x 2k astronomical images for which I need to correct
> the astrometry. I've tried using POLYWARP and POLY_2D, but they dont
> give good results as there is a reference pixel that should not be
> moved. The reference pixel is near the middle of the image (e.g.
> [1079.51, 1007.41]) that corresponds to a particular celestial
> coordinate.

I don't quite understand what you are doing -- what are you using to
correct the astroemtry? if the reference pixel is one of the grid
point in polywarp then it shouldn't be moving.

You might want to look at hastrom.pro (<http://idlastro.gsfc.nasa.gov/ftp/pro/astrom/hastrom.pro>
) which might either already be doing what you need, or provide some
hints.

If instead, you have a list of star X,Y and celestial positions you
could try astromit.pro http://idlastro.gsfc.nasa.gov/ftp/contrib/landsman/mousse/as_tromit.pro
- it also need astrom.pro) or you could use the very cool software at
<http://astrometry.net>. Note that once you have an astrometric
solution, you can set the reference pixel to anything you want.

--Wayne
