Subject: Re: POLY_2D shift
Posted by Wout De Nolf on Tue, 26 Oct 2010 08:44:38 GMT

On Mon, 25 Oct 2010 16:01:59 +0200, Wox <spam@nomail.com> wrote:

> When calling POLY_2D with the Dimx and Dimy parameters, the warped
> images is given in a coordinate system which is shifted. So there is a
> shift in origin between the warped image given with and without the
> Dim parameters. Is there a way to find out what this shift is?

Sorry, forget about this. I was looking through some legacy code and
thought POLY_2D was doing the shifting, but it was in the P and Q.