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Subject: POLY\_2D shift

Posted by [Wout De Nolf](#) on Mon, 25 Oct 2010 14:01:59 GMT

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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?

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Subject: Re: POLY\_2D shift

Posted by [Wout De Nolf](#) on Tue, 26 Oct 2010 08:44:38 GMT

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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.

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