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Subject: Re: point inside polygon  
Posted by [wmc](#) on Wed, 01 Apr 1998 08:00:00 GMT  
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In article C0684CDB@oma.be, Philippe Peeters <philp@oma.be> writes:  
> Does anybody knows of an IDL function to test whether a given point is  
> inside a polygon?

I needed to solve this recently (in a mapping context). The solution I came up with works but its not elegant: use `poly_fill` to actually draw your polygon (in a pixmap not the screen window if you prefer), then read off the pixel value of your point to see if its in or out.

This is grotesquely inelegant, but its very simple and it works. I can post the code if you're interested. A better solution would be to look at `polyfill` and see how it does the fill... but sadly `polyfill` seems to be one of the few routines not written in IDL.

- William

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