Subject: Re: contour fill
Posted by Craig Markwardt on Sat, 26 Aug 2000 07:00:00 GMT
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After some real-world experimentation, it seems that these are the correct statements:

```
>  c0x = (pxy(0,c0off) - x(0)) / dx + 1 ;; Convert to scan cols & lines
>  c0y = (pxy(1,c0off) - y(0)) / dy + 1
```

Note the "+ 1"'s. I believe there is a goof in the documentation for the POLYFILLV function which leads to an off-by-one discrepancy. Or else I don't understand it...

Craig

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