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Subject: Re: Polygon hull

Posted by [bcohen](#) on Mon, 18 Dec 2000 21:48:56 GMT

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Thanks David and Chris. Triangulate works great. I remade my x and y arrays to include the error in the xy points so that the polygon encompasses them and the actual xy points are within the perimeter, not on it. I love IDL!  
Long live David Fanning! --Barbara

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