
Subject: Re: pixel coordinates of a line

Posted by [marc schellens\[1\]](#) on Fri, 29 Jun 2001 08:45:15 GMT

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Thanks to everybody.

Tom's method of course would work,
but I don't like to do such things in IDL 'by hand'.
Even in my case now, speed is not a matter.

Alex method with the polygon was really interesting.
Even I am not sure about the clipping here.
But I ended up using the z buffer method.

The interpolate routine is also a good suggestion,
but also doesn't consider the clipping.

Anyway,
some useful tips for further problems,
thanks again,
:-) marc
