Subject: Re: object IDLanROI and polyfillv Posted by David Fanning on Wed, 12 Sep 2001 13:56:23 GMT View Forum Message <> Reply to Message

Karsten Rodenacker (rodena@gsf.de) writes:

> Two object graphics newbie questions:

>

- > Does anyone know how to get from an IDLanROI object the initial path
- > coordinate data?

I'm not sure I completely understand this question. Do you mean you want the initial polygon points that you initialized the object with? If so, then you would do something like this:

myRoiObj->GetProperty, Data=myPolygonPts

- > Suprisingly using the same contour (path) coordinate data, the IDLanROI
- > object returns with computemask a different one compared with a mask
- > generated by polyfilly. Is there any explication for that?

The Mask_Rule keyword allows you to specify several algorithms for which pixels will be included in the mask. You will have to set it to whatever it is (nobody knows, I guess) that PolyFillV uses. The documentation, of course, doesn't even tell you which algorithm the IDLanROI object uses by default, so the standard procedure is to spend an hour or so experimenting until everything becomes clear. Then we would appreciate it if you would write an article about what you learned and publish it here. :-)

Cheers,

David

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