
Subject: Re: object IDLanROI and polyfillv
Posted by [David Fanning](#) on Wed, 12 Sep 2001 13:56:23 GMT
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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 polyfillv. 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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David W. Fanning, Ph.D.
Fanning Software Consulting
Phone: 970-221-0438, E-mail: david@dfanning.com
Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
Toll-Free IDL Book Orders: 1-888-461-0155
