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Subject: Re: Polygon filling oddities

Posted by [David Fanning](#) on Thu, 04 Oct 2001 12:01:40 GMT

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Mark Hadfield (m.hadfield@niwa.cri.nz) writes:

> I guess POLYFILLV and IDLanROI are intended for dealing with regions of  
> interest on images and it is anticipated that the vertices of the ROI will  
> be in the positive quarter-plane. But I don't see any reason why they  
> shouldn't be able to work with negative vertex coordinates.  
>  
> So is what I've found a bug or a feature? Can others reproduce my results?  
> (I've been using IDL 5.4.)

I can reproduce your results. But I can also  
get the PolyFillV code to work by making this  
change:

```
p = polyfillv(0 > x < (!D.X_Size-1), 0 > y < (!D.Y_Size-1), 500, 500)
```

Although, I do notice a small problem in  
the very corner of the image. There is always  
a pixel or two that is not filled properly.  
I'm not sure whether your problem is a bug  
or not, but I'm sure *\*this\** is. :-)

Cheers,

David

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David W. Fanning, Ph.D.

Fanning Software Consulting

Phone: 970-221-0438, E-mail: [david@dfanning.com](mailto:david@dfanning.com)

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