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Subject: Re: Inside rectangle

Posted by [Pavel A. Romashkin](#) on Wed, 03 Jul 2002 17:28:37 GMT

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Using an array of structures seems cumbersome to me. If you choose to follow this path, why not simply use a FLTARR(4, x) of corner coordinates? An array is easily grown, and if you stick with rectangles, you always have 4 points to put into the array. Then, you can loop through it as much as you'd like.

It looks to me also that using rectangles is just a case of a general ROI. IDLanROI object handles all the required data processing. All you have to do is keep adding coordinates to it. And you don;t have to know IDL objects to use it, it is very straightforward. It is NOT object graphics.

Cheers,

Pavel

Neil Talsania wrote:

>

> I am relatively new to IDL , and am wondering how to do the following. I  
> want to be able to have user input 4 corner coordiates, then check to see if  
> a particular point is inside the rectangle. That is pretty easy, i think.  
> But then I want to be able to add additional sets of coordinates to check. I  
> want this to be unlimited. Basically allowing the user to add rectangles to  
> check until he is ready to stop.

>

> Now I think I want to make a structure to hold the 4 corner coordinates.  
> Then I need to create an array of these structures, but I want that array to  
> be able to grow. Then I will loop through that array (For loop) calling a  
> function that will check to see if the point is inside the coordinates.

>

> So the crux of my problem ( I think) is that I need the array size to  
> increase every time the user adds a set. But I dont know ho to do this.

>

> Any clues would be greatly appreciated.

>

> Neil

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