Subject: Inside rectangle
Posted by Neil Talsania on Tue, 02 Jul 2002 16:53:03 GMT

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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