
Subject: Re: Inside rectangle

Posted by [JD Smith](#) on Mon, 22 Jul 2002 18:55:43 GMT

[View Forum Message](#) <> [Reply to Message](#)

On Tue, 02 Jul 2002 09:53:03 -0700, 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.

On a related note, you can get much better performance by doing your test without a loop, ala:

```
rect=replicate({ll:[0.,0.],ur:[1.,1.]},100) ;; fill this list however  
in=where(x gt rect.ll[0,*] AND $  
  x lt rect.ur[0,*] AND $  
  y gt rect.ll[1,*] AND $  
  y lt rect.ur[1,*],cnt)
```