
Subject: Re: polyfillv and the boundary pixels

Posted by [Karsten Rodenacker](#) on Fri, 16 Jan 2004 08:02:46 GMT

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

Search in the list (<http://groups.google.com/>) for "Area of a blob" and "object IDLanROI and polyfillv". I think the point mentioned is still an open topic.

Regards

Bruce Bowler wrote:

> Situation, I want to find the pixels within AND on the boundry of a
> polygon defined by an array of vertices. polyfillv does the "inside" and
> some of the pixels on the border (see the reference guide for a brief
> description of how they decide and a pointer to a more exhaustive treatise
> on the subject).
>
> Simplistic example
>
> array = fltarr(30,30)
> x = [19,20,20,19]
> y = [19,19,20,20]
> z = polyfillv(x,y,30,30)
>
> z ends up with only 1 pixel in it, 589, which is (if I did the math right
> :-) [19,19]. What I'd like to find in z is [589,590,619,620].
>
> Obviously, my polygons are a little more complex than the above, some with
> 100 or more vertices.
>
> Any options I missed in polyfillv? Any routine I missed that will give
> just the border? Any other thoughts on how to meet my goals?
>
> IDL 5.6, in case it matters.
>
> Thanks!
> Bruce
>
