Subject: polyfillv and the boundary pixels
Posted by Bruce Bowler on Thu, 15 Jan 2004 20:39:13 GMT
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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

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