
Subject: Re: vector layer comparison in IDL

Posted by [Mark Hadfield](#) on Thu, 03 Mar 2005 22:42:21 GMT

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Mark Hadfield wrote:

```
> function magic_distance_function, x, y, x0, y0, x1, y1
>
>   compile_opt DEFINT32
>   compile_opt STRICTARR
>   compile_opt STRICTARRSUBS
>   compile_opt LOGICAL_PREDICATE
>
>   d0 = sqrt((x-x0)^2+(y-y0)^2)
>   d1 = sqrt((x-x1)^2+(y-y1)^2)
>   dp = 2.0*poly_area([x,x0,x1],[y,y0,y1]) / $
>       sqrt((x1-x0)^2+(y1-y0)^2)
>
>   return, dp > (d0 < d1)
>
> end
```

Jim Pendleton of RSI has pointed out to me that there is an IDL function called PNT_LINE that does this.

--

Mark Hadfield "Ka puwaha te tai nei, Hoesa tatou"

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