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Subject: Re: IDLgrROI

Posted by [Peter Clinch](#) on Fri, 02 Dec 2005 11:58:40 GMT

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raval.chintan@gmail.com wrote:

- > I am using IDLgrROI to draw a polygon. Now I want to fill the inner
- > part of ROI .
- > I do not want to use the idlgrpolygon for this application ... : - (

Maybe have a look at the IDLanROI::ComputeMask method. AIUI that should provide a 2D array which can have pixels set according to whether they're inside or outside or whether they're on the boundary.

I've not used it myself yet, but it seems it should be useful for what you're after.

Pete.

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