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Subject: Re: Find all points within a set of polygons  
Posted by [Maarten\[1\]](#) on Wed, 30 Nov 2005 15:43:38 GMT  
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Thanks for the reply, that got rid of at least one loop. Funny how IDL ends up doing things differently all the time: the sample C-code I found denounces the angle method as horribly slow, and generally recommends to use the number of border crossings on a half-line to infinity (what I wrote above).

How I missed that file while searching your site I don't know, perhaps adding a "Search Terms" field to the function header is a good idea (in general this seems to classify as a "Point location" type of problem).

I'll report back when I've found a clever way of doing this for a lot of boxes at once.  
Maarten

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