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Subject: Re: Convert polylines to polygons  
Posted by [cjengo](#) on Mon, 19 Dec 2005 13:36:41 GMT  
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Jenny,  
I believe it's going to take a bit of coding in ENVI, but nothing too bad.

Use ENVI\_EVF\_OPEN to open your polyline layer, and ENVI\_EVF\_INFO to get info such as projection, number of records, etc. Use ENVI\_DEFINE\_INIT to create a new file that will contain your polygons. Loop through each record (polyline) in your input file, reading the node coordinates using ENVI\_EVF\_READ\_RECORD. Make sure that your first and last point are the same, as this is required for polygons. Use ENVI\_EVF\_DEFINE\_ADD\_RECORD to add each new polygon to your new file. When done, use ENVI\_EVF\_DEFINE\_CLOSE to close and finalize your new polygon file.

Chris

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