
Subject: Re: Objects in ENVI ROI files

Posted by [David Streutker](#) on Mon, 22 May 2006 16:56:45 GMT

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I don't have a huge amount of experience writing ROI-related code, but here's how I would go about it. (I'm assuming that you have a ENVI license as well, as many of these functions are ENVI-only.)

1. If necessary, use ENVI_RESTORE_ROIS to open an ROI file.
2. Use ENVI_GET_ROI_IDS to get the ID of the ROI you're interested in.
3. Use ENVI_GET_ROI to get the indices associated with your ROI.

I'm not sure what your final goal is - this may be all you need. You can use ARRAY_INDICES to convert the 1-D ROI indices to 2-D image coordinates and ENVI_CONVERT_FILE_COORDINATES to get the geographic coordinates.

If you need a true polygon boundary object, you can use QHULL to find the boundary points (note that this creates a convex hull, which may not be optimal, depending on the shape of the ROI). You can then create an IDLgrPolygon or IDLanROI object, if that's what you need.

Hope that at least points you in the right direction. Much of it is covered in the *ENVI* help files.

-David
