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Subject: Re: POLYFILLV weirdness

Posted by [badjelly.witch](#) on Mon, 20 Nov 2006 22:49:30 GMT

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I second JD's response. There are many routines in IDL that are disturbingly vague about where the pixel edges and pixel centres lie. Perhaps this is because of IDL's emphasis on image processing, where the number of pixels is large and the edge effects don't matter (much).

A few years ago I wrote a reasonably versatile--but not very fast--polyfillv-replacement routine using Sutherland-Hodgman clipping code I got from JD. (I think the problem I was addressing at the time was to calculate the land fraction for each cell in an ocean-model grid given coastline information.) Just the other day I had to revive this stuff and after 20 minutes of intense mental anguish I established that it works as it should and on a modern computer it's acceptably fast. The routine handles arbitray polygons projected onto rectilinear or curvilinear 2D grids. I'm happy to give you a copy, or you might want to try JD's implementation.

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