dktr.ted@gmail.com wrote:
>> PolyFillV is not using the provided polygons coordinates but a "fix()"
>> of them.... which induce this extra line on the left and at the bottom
>> (and a few missing pixels on the right side and on the top If I remember
>> well). I personnaly used a round() over my polygon coordinates and it
>> was returning much better results... though still not perfect!
>
>
> This practice is particularly horrifying to me considering I frequently
> use ROIs defined in physical coordinates and convert them to array
> coordinates (commonly fractional) before running POLYFILLV. Is there
> anywhere I can have a look at the actual algorithm used in IDL for this
> routine? The documentation references the scan line coordinate system
> defined in Rogers, Procedural Elements of Computer Graphics, 1985, but
> I'm reluctant to hunt down this out of print text without confirmation
> that I will get something useful out of it.
> Ted

Hi Ted,

the code is not available... but you can have a look here:
http://www.ittvis.com/services/techtip.asp?ttid=3539
The process is a bit more explained...

Jean