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Subject: Re: POLYFILLV weirdness

Posted by [dktr.ted](#) on Fri, 17 Nov 2006 23:52:08 GMT

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> 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 personally 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

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