
Subject: Intersection of ROIs

Posted by [Gaurav](#) on Tue, 19 Jun 2007 08:14:17 GMT

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Dear all,

In my previous post I simply presented my current problem about the inability to convert from data coordinates to device coordinates while working with Object Graphics. Here I'll outline why I need to do that. Maybe that will elicit better responses.

What I have is a small ROI (say test_ROI) in data space (a region defined by the lat/lon values of the polygon vertices). Also, I have a set of other ROIs- many of which overlap the test_ROI. Now, I need to know which ROIs have points common with my test_ROI (in other words overlapping ROIs).

In the case of Direct graphics it was fairly easy. I found the pixels that came in the test_ROI by using the POLYFILLV routine after I had converted the vertices of the test_ROI into device space. Thereafter I took each of these point, converted it from device to Data space and tested for its presence within each of the multiple ROIs. It may be a brute force approach but I could not think of any other way.

Can any one suggest me a better way of finding the intersecting polygons or ROIs. It would be great if one could come up with UNION and INTERSECTION like functions-especially while working with ROIs and Shapefiles.

Help, please!
