Dear Chris,

Thanks. I guess there is no similar function or routine for 3D.
Anyway, I am evaluating the possibility of using of IDLanROI and other
functions.

Many thanks again for your kind response.

Cheers.

On Feb 23, 8:11 pm, Spon <christoph.b...@gmail.com> wrote:
> On Feb 19, 6:54 am, twhaw <wooihaw....@gmail.com> wrote:
>
>
>
>> Good day.
>
>> I have been following this newsgroup for a while and it is really very
>> helpful in solving many problems that I have encountered in IDL
>> programming.
>
>> Currently I am writting an IDL procedure to sample some points on the
>> surface of a 3D blob (from a 3D volume).This is later used to contruct
>> 3D point distribution model (PDM) of the blob. The PDM is actually a
>> (3, n) array of rectangular coordinates. I would like to reconstruct
>> the blob by using the PDM. To do this, I need the subscripts of the
>> array elements contained inside the PDM. This can be done by using
>> Polyfillv for in the case of 2D array. Is there any similar function
>> for 3D volume?
>
>> Your kind assistance in this matter is highly appreciated.
>
>> Thank you in advance.
>
> I'm guessing by the silence that the answer is 'no'. But you could
> start with SHADE_VOLUME and code up your own function, I suppose.
>
> Chris