Subject: pollyfillv, area of a blob, etc...
Posted by JP on Thu, 03 Apr 2008 06:16:04 GMT

G'day everyone,

I need to create a mask of pixels contained within a polygon. I tried
with POLYFILLV, but the problem I have is that my polygons are small
compared to the pixel size and in some cases there are no pixel
centers within my polygon and POLYFILLV returns -1.

I found the discussions about this, including "POLYFILLV weirdness",
"Area of a Blob", etc. For my particular application it doesn't really
matter the criteria I use for selecting the pixels, but at least I
need to get the array indices for the pixels that "touch" each
polygon.

By the way, ENVI's vector to ROI procedure is probably using
POLYFILLV as well and I don't get any ROI out of those small
polygons.

Any help will be very much appreciated.

JP