
Subject: Re: 3D array from surfaces?

Posted by [Mike\[2\]](#) on Wed, 14 May 2008 14:01:49 GMT

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On May 13, 5:54 pm, David Fanning <n...@dfanning.com> wrote:

> Most of the time if you have the opposite of what you
> want, you are just about all the way home. :-)

Absolutely!

>> Couldn't you use an IDLanROI object to tell you
> if you were inside the volume or out?

Will IDLanROI work for ROI's with vertices that are not contained in a single plane?

Mike
