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Subject: Re: IDL Average Value Graphs

Posted by [David Fanning](#) on Thu, 17 Jul 2008 19:09:02 GMT

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andybohn@gmail.com writes:

> When I ran POLYFILLV on a triangle, it returned just a 1d array of all  
> the pixels in the triangle. I just wish it had an argument that  
> returns a 2d array (the x and y coordinates of all of the pixels in  
> the polygon). It's simple to convert back, but it's just a little  
> inconvenient. Not a big deal.

I am still not understanding why you have to convert anything. These are the indices of the image that are inside the triangle. Why can't you use them directly?

I *\*believe\** (although I am not 100% certain about this) that a pixel is considered "inside" the polygon if the lower-left corner of the pixel is inside. I don't recall the details now, but I do know there is a difference between POLYFILLV and what, for example, comes back from IDLanROI, which I think uses the center of the pixel.

This goes back too many years. I may have made a note about this in my FIND\_BOUNDARY program, because it came up when I was working on that project.

Cheers,

David

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Coyote's Guide to IDL Programming ([www.dfanning.com](http://www.dfanning.com))

Sepore ma de ni thui. ("Perhaps thou speakest truth.")

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