
Subject: Re: area inside tracings

Posted by [David Fanning](#) on Thu, 21 May 2009 21:52:25 GMT

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Brian Larsen writes:

- > Something like this seems promising
- > http://en.wikipedia.org/wiki/Pick%27s_theorem
- >
- > Anyone ever thought about this?

If your object is a simple polygon or "blob", as in the description above, then Find_Boundary will automatically find the boundary pixels for you and calculate perimeter distance, center, and area (in two slightly different, but correct, ways).

http://www.dfanning.com/programs/find_boundary.pro

Cheers,

David

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David Fanning, Ph.D.

Coyote's Guide to IDL Programming (www.dfanning.com)

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