

---

Subject: Re: problem computing area

Posted by [aetherlux](#) on Tue, 06 Oct 2009 00:56:04 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

On Oct 5, 9:02 am, jameskuyper <jameskuy...@verizon.net> wrote:

> aetherlux wrote:

>> Hi everybody,

>

>> I am trying to compute the area of this figure with

>> IDLanROI:ComputeGeometry

>

>> <http://juan.gulo.org/area2.png>

>

>> but I obtain a negative area. I have checked it and there is not lines

>> crossing over others. For the "horizontal" part of the figure the line

>> begins and finishes in negative values of "y" (that is, the first and

>> last point), but is it a problem?

>

>> Ideas? I have been looking at it all the weekend but I don't have any

>> clue about the possible problem.

>

> A closed planar curve can represent either the area inside the curve,

> or the area outside the curve; the distinction is typically

> represented by listing the points either in the clockwise or counter-

> clockwise order around the curve. I'm not sure which convention is

> used by IDLanROI. The formula usually used for calculating the area

> gives you a positive value when the points are in the correct order,

> and a negative value of the same magnitude when the points are in the

> wrong order. If the number you are getting seems to have the correct

> size, but the wrong sign, you may simply have listed the points on the

> curve in the wrong order.

>

> If the size of the number is wrong, then you have some other problem.

> For instance, the points on the upper parabolic curve must be listed

> in the opposite order of x values, than the points on the bottom

> curve; if the upper one is in the wrong order, you'll get a negative

> number, but one that is not simply the negative of the correct number.

>

> In order to figure out what really is going wrong here, we need to see

> how your code for creating the IDLanROI object - which is what David

> was elliptically referring to.

After applying "reverse" of the x and y vectors I have obtained a correct positive area. It is weird. I have tested this routine with a bunch of different contours working in the same way and the area is positive without need of being counter-clockwise.

So, although I have not a clear idea about what was going wrong, now

it is solved.

Thank you very much.

---