
Subject: Re: plot

Posted by [David Fanning](#) on Fri, 30 Oct 2009 15:01:06 GMT

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bing999 writes:

> Yes, thank you, thats it.
> Nevertheless, it is not accurate enough for what i want... The lines
> it draws connect "extreme" points and then do not pass by all
> "important" points.
> Clearly, the problem is as follows:
>
> T
> a
> aa
> aaa
> Zaaaaa
> Paaaaaaaaaaaaaaaaaaaaaaaaaaaaa
>
> with convex_hull.pro, a line connects directly the data points T to P
> whereas i would like to connect T to Z and then Z to P.
>
> Can it be done by modifying convex_hull.pro?

No, you will probably have to write the ImportantPointLocater code yourself. Then just connect them with PLOTS. :-)

Although, after my shower, it occurs to me that what you want *may* be an active contour in which you start from the convex hull and "shrink" the contour based on the weights of the points inside the convex hull.

http://www.dfanning.com/ip_tips/snakes.html

That would be quite a bit harder to write than an connect-the-dots one-off for doing this interactively.

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

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