
Subject: Re: Understanding IDLanROI
Posted by [Matt\[2\]](#) on Mon, 25 Oct 2010 16:17:50 GMT
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On Oct 22, 8:16 am, kBob <krd...@gmail.com> wrote:

> To find the polygons that are holes, I use the IDL routine POLY_AREA.
> The /SIGNED keyword returns the area as either positive or negative,
> which tells you if the vertices are counterclockwise or clockwise. All
> the State polygons from states.shp are clockwise.
>

Kelly,

Thanks so much for this tip. It has saved me. So other people out there. Is this the preferred method to determine the vertex's direction? internal vs external?

This is more out of interest than need. The poly_area is working like a charm for me.

Thanks,
Matt

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