
Subject: Inverse of POLYFILLV

Posted by [ljb](#) on Wed, 13 Nov 1996 08:00:00 GMT

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I'm a newbie to IDL and am trying to implement some Region Of Interest (ROI) tools for image processing.

I'm using DEFROI to generate the list of pixels in the ROI. I'm then modifying the list to include pixels which are close to the average pixel intensity. Given this modified list of pixels, I'd like to generate the coordinates of the polygon which bounds this region. I'm asking to do something which is the inverse of POLYFILLV.

Some sort of "hulling" algorithm comes to mind.

Would you have any ideas of how to proceed?? Any help would be appreciated.

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