
Subject: Creating an ordered 'blob' ROI from a messy 'criss-crossed' ROI....

Posted by [George Millward](#) on Thu, 05 May 2011 15:45:10 GMT

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Hi there,

I'm working on a project which involves creating several ROIs on a number of images. The functionality is based on xROI.pro (but diverged from there a long time ago).

Anyhow, what I want to achieve is for the program operator to be able to define an ROI by shift-clicking to create a number of points in [x,y]. Fine, I have this - but for the ROI code to work, the operator must click in an 'ordered manner' around the edge (ie, progressing either clockwise or anticlockwise around the ROI). For the program to be truly 'bomb proof' I need to build it such that if an operator clicks around the ROI in a 'non-ordered' fashion - then the resulting 'criss-crossed' ROI can be re-interpreted as a single ordered solid ROI.

Does this make sense ? Considering that ROIs in general are such a big deal in IDL this issue/dilemma must have been addressed before.....

I guess simply my question can be rephrased as "How do I convert a messy 'criss-crossed' ROI into a consistent 'blob' ROI".

Any help, as ever, much appreciated.

Cheers

George.
