Fabzou writes:

> Wow, I am just starting to realize that this IDLanROI object is going to
> change a lot of things in my programs!
>
> But, as far as I understand the documentation, it only stores one
> entity. So, if I have many entities (often the case in my shapefiles), I
> have to instance many IDLanROI objects, generate a mask for all of them
> and then combine the masks together? Or did I miss something again?

No, you can do all this with one IDLanROI object. Simply
use the MASK_IN keyword to the Compute_Mask method to
pass in and modify the mask from previous polygons.

Yes, the IDLanROI object is one of those game changers
in IDL, once you learn of its existence. :-)

Cheers,

David

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Coyote's Guide to IDL Programming: http://www.idlcoyote.com/
Sepore ma de ni thui. ("Perhaps thou speakest truth.")