
Subject: Re: Point within country boundary
Posted by [Matt\[3\]](#) on Tue, 28 Jan 2014 11:35:50 GMT
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Hi All,

Thanks for the help. This has been very useful. David's cgExtractShape works a treat.

As for speed, I needed to allocate points to specific countries on a relatively fine grid (~1e6 points), so ContainsPoints was far too slow. CalculateMask was much more appropriate.

Cheers,

Matt

As for speed, whilst ContainPoints

On Saturday, 25 January 2014 14:14:23 UTC, Fabien wrote:

> On 25.01.2014 14:36, David Fanning wrote:

>

>> I'm not sure that you can even*think* about going for coffee in the

>

>> time you save, let alone going to get a cup.;-)

>

>

>

> well, there is a factor of 1300 between ContainPoints (brute force) and

>

> ComputeMask, and a factor of 150 between ContainPoints (brute force) and

>

> the "smart" ContainPoints (when only the points that passed the mask

>

> test are checked).

>

>

>

> I do this kind of operation quite often with large images and complex

>

> ROI groups (see for example the size of the shapes of the last Randolph

>

> Glacier Inventory). Be sure I am glad to have found this trick ;-)

>

>

>

> Cheers

>

>

>
> Fabien
