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Subject: Need to create a polygon shapefile from a binary mask... any functions that could help?

Posted by [ca11h](#) on Sun, 29 Jun 2014 21:49:07 GMT

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Hey guys, I have a binary mask (just 1s and 0s) and I need to somehow extract the polygons (1s) out of there and convert them to a shapefile. Well all the documentation I've found seems to suggest that I need all the vertex data for each of the polygons I want to add, and I need to add them one by one... is there any other way to go straight from binary mask -> shapefile?

If not, is there anyway to extract the polygons from the binary mask easily?

Thank you all for the help, finding help online for IDL is painstakingly frustrating sometimes, as I'm sure you all know...

Also does anyone have any examples of creating a polygon shapefile? Documentation only has examples for a point shapefile...

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