
Subject: Re: IDL ROI Objects

Posted by [Fabzi](#) on Tue, 27 Jan 2015 23:10:02 GMT

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On 27.01.2015 19:53, David Fanning wrote:

> The ROI code has a left-bottom bias.

Disclaimer: I did not read the original poster code, because it is not close enough to a "minimal working example" for my taste, but IDLanROI has a pixel centered convention, and a "pixel area convention" (a pixel touched is a masked pixel):

```
IDL> x = [0., 0., 0., 0., 0.]
IDL> y = x
IDL> roi = OBJ_NEW('IDLanROI', x, y)
IDL> print, roi->ComputeMask(DIMENSIONS=[3,3])
255  0  0
  0  0  0
  0  0  0
IDL> roi = OBJ_NEW('IDLanROI', x-0.49, y-0.49)
IDL> print, roi->ComputeMask(DIMENSIONS=[3,3])
255  0  0
  0  0  0
  0  0  0
IDL> roi = OBJ_NEW('IDLanROI', x+0.49, y+0.49)
IDL> print, roi->ComputeMask(DIMENSIONS=[3,3])
255  0  0
  0  0  0
  0  0  0
IDL> roi = OBJ_NEW('IDLanROI', x+0.51, y+0.51)
IDL> print, roi->ComputeMask(DIMENSIONS=[3,3])
  0  0  0
  0 255  0
  0  0  0
```

If you discovered a bug, can you try to reproduce it in a smaller example? Since you seem to mix pixel and polygon a little bit, could your problem be related to some floating point precision issues?

Just my 2c, maybe I missed the point.

Fabien
