
Subject: Re: IDL ROI Objects

Posted by [David Fanning](#) on Wed, 28 Jan 2015 14:19:12 GMT

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David Fanning writes:

- > With IDLanROI, if you try to take interior pixels, the box is one pixel
- > too short. If you try to take *all* the pixels, the box is one pixel too
- > long. It seems impossible to get the box "just right", given a
- > particular polygon description.

By the way, if you change the PIXEL_CENTER in the IDLanROI calculations, you just move the problem one pixel away from where it was. The problem itself doesn't go away.

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.idlcoyote.com/>

Sepore ma de ni thue. ("Perhaps thou speakest truth.")
