
Subject: Re: IDL ROI Objects

Posted by [David Fanning](#) on Wed, 28 Jan 2015 17:17:07 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.

Here is an article that describes the problem for those who prefer not
to run the code:

http://www.idlcoyote.com/code_tips/roipolygon.php

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.")
