
Subject: Pixel positions passing trough a curve
Posted by [Miguel](#) on Tue, 11 Oct 2016 12:36:19 GMT
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Hi everyone,

I am trying to construct a program that produces a position-velocity diagram whose shape can be fitted by a certain equation (and plotted).

I wanted to know if it was possible to obtain somehow the pixels position trough a path I choose. For example, I draw a line (in ds9) from (0,0) to (10,0) and I want to know which pixels represent the line. In this case, the program would give (0,0), (1,0), (2,0),..., (10,0). The thing is that I want to draw an arbitrary path (not necesarily in ds9) and get automatically the points.

For the moment, I put a circle, in ds9, in each pixel of the path and obtain the list of pixel positions and saving the region in xy format. I use this catalogue as an input of my program. If there is a way to do it automatically (or some ideas) or an already existing program, I would like to know more.

Thank you,
Miguel
