Subject: Re: Pixel positions passing trough a curve
Posted by Miguel on Tue, 11 Oct 2016 14:30:15 GMT

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Thank you for your answer but maybe it is not completely what I want (except if I use very simple path)

In your program, I have to give the coordinates of the beginning and end of the segments but if my path is complicated (ellipsis or multi-segment path) it seems to be better to make directly the list on ds9.

In other words, is it possible to draw a curved line and obtain the pixels passing through this curve ?

Miguel