
Subject: Re: circles
Posted by [pit](#) on Thu, 10 Jul 1997 07:00:00 GMT
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In article <33C3DE74.356F@mad.scientist.com>,
lady of the elves <galadriel@mad.scientist.com> writes:
> [incidentally, I'm new to this language :)]
>
> I'm trying to create a two-dimensional array, such that tvscl of the
> array will show a filled circle. So far, my best idea has not

Hm, maybe the easiest way to create an array of dimension
(X,Y) with a circle of radius R at location x0,y0) would be:

img = (shift(dist(X,Y),x0,y0)) LT R

DIST: creates an array (X,Y) (in FFT-segmented form, but thats not
important for the moment) where each element contains the distance
from (0,0)

SHIFT -> Shift (0,0) to desired center of circle

array LT value will result in an byte array that is 1 where the value
(=distance) is lower than the radius, and 0 everywhere else.

TVSCLing img will show the circle

Peter

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Come and see the stars! <http://www.kis.uni-freiburg.de/~ps/SFB>

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