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Subject: un-Mask?/PolyOutlineV?

Posted by [parrhasius](#) on Thu, 07 Mar 2002 15:31:14 GMT

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I've seen this question before in the old postings, but it has not really been answered. Given a mask of a region or the subscripts of a region interior, such as returned by IDLgrROI::COMPUTEMASK() or POLYFILLV(), is there an easy/elegant/already-programmed way to get back the vertices of the bounding polygon, in connectivity order? I don't want the convex hull from TRIANGULATE, and CONTOUR, PATH\_XY= not only messes up when the region goes concave but in my experience returns multiple vertices in the vicinity of each vertex (8 vertices to contour a square mask, etc.). The brute force method of returning all the points on the mask border in no particular order and then attempting to sort and reduce them just can't be the best solution, nor can testing every triangulated triangle to see if it actually contains interior points... Any ideas?

Thanks.

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