
Subject: Inside rectangle

Posted by [Neil Talsania](#) on Tue, 02 Jul 2002 16:53:03 GMT

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I am relatively new to IDL , and am wondering how to do the following. I want to be able to have user input 4 corner coordinates, then check to see if a particular point is inside the rectangle. That is pretty easy, i think. But then I want to be able to add additional sets of coordinates to check. I want this to be unlimited. Basically allowing the user to add rectangles to check until he is ready to stop.

Now I think I want to make a structure to hold the 4 corner coordinates. Then I need to create an array of these structures, but I want that array to be able to grow. Then I will loop through that array (For loop) calling a function that will check to see if the point is inside the coordinates.

So the crux of my problem (I think) is that I need the array size to increase every time the user adds a set. But I dont know ho to do this.

Any clues would be greatly appreciated.

Neil

Subject: Re: Inside rectangle

Posted by [JD Smith](#) on Mon, 22 Jul 2002 18:55:43 GMT

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On Tue, 02 Jul 2002 09:53:03 -0700, Neil Talsania wrote:

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On a related note, you can get much better performance by doing your test without a loop, ala:

```
rect=replicate({ll:[0.,0.],ur:[1.,1.]},100) ;; fill this list however  
in=where(x gt rect.ll[0,*] AND $  
  x lt rect.ur[0,*] AND $  
  y gt rect.ll[1,*] AND $  
  y lt rect.ur[1,*],cnt)
```
