
Subject: polyfillv and the boundary pixels

Posted by [Bruce Bowler](#) on Thu, 15 Jan 2004 20:39:13 GMT

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Situation, I want to find the pixels within AND on the boundry of a polygon defined by an array of vertices. polyfillv does the "inside" and some of the pixels on the border (see the reference guide for a brief description of how they decide and a pointer to a more exhaustive treatise on the subject).

Simplistic example

```
array = fltarr(30,30)
x = [19,20,20,19]
y = [19,19,20,20]
z = polyfillv(x,y,30,30)
```

z ends up with only 1 pixel in it, 589, which is (if I did the math right :-) [19,19]. What I'd like to find in z is [589,590,619,620].

Obviously, my polygons are a little more complex than the above, some with 100 or more vertices.

Any options I missed in polyfillv? Any routine I missed that will give just the border? Any other thoughts on how to meet my goals?

IDL 5.6, in case it matters.

Thanks!

Bruce

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+-----+-----+
Bruce Bowler      | To be great is to be misunderstood. - Ralph Waldo
1.207.633.9600    | Emerson
bbowler@bigelow.org |
+-----+-----+
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