
Subject: Re: Convert polylines to polygons
Posted by [cjengo](#) on Mon, 19 Dec 2005 13:36:41 GMT
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Jenny,
I believe it's going to take a bit of coding in ENVI, but nothing too bad.

Use ENVI_EVF_OPEN to open your polyline layer, and ENVI_EVF_INFO to get info such as projection, number of records, etc. Use ENVI_DEFINE_INIT to create a new file that will contain your polygons. Loop through each record (polyline) in your input file, reading the node coordinates using ENVI_EVF_READ_RECORD. Make sure that your first and last point are the same, as this is required for polygons. Use ENVI_EVF_DEFINE_ADD_RECORD to add each new polygon to your new file. When done, use ENVI_EVF_DEFINE_CLOSE to close and finalize your new polygon file.

Chris

Subject: Re: Convert polylines to polygons
Posted by [envi35@yahoo.ca](#) on Mon, 19 Dec 2005 18:53:34 GMT
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Hi Chris,
Thanks for your suggestion! Not bad at all! I'll try it out and let you know whether it works for me.

Cheers, Jenny
