
Subject: Re: area inside tracings

Posted by [Brian Larsen](#) on Thu, 21 May 2009 21:44:29 GMT

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Something like this seems promising

http://en.wikipedia.org/wiki/Pick%27s_theorem

Anyone ever thought about this?

Brian

Brian Larsen

Boston University

Center for Space Physics

<http://people.bu.edu/balarsen/Home/IDL>

Subject: Re: area inside tracings

Posted by [David Fanning](#) on Thu, 21 May 2009 21:52:25 GMT

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Brian Larsen writes:

- > Something like this seems promising
- > http://en.wikipedia.org/wiki/Pick%27s_theorem
- >
- > Anyone ever thought about this?

If your object is a simple polygon or "blob", as in
the description above, then `Find_Boundary` will
automatically find the boundary pixels for you
and calculate perimeter distance, center, and area (in
two slightly different, but correct, ways).

http://www.dfanning.com/programs/find_boundary.pro

Cheers,

David

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David Fanning, Ph.D.
Coyote's Guide to IDL Programming (www.dfanning.com)
Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Subject: Re: area inside tracings

Posted by [Brian Larsen](#) on Thu, 21 May 2009 21:58:40 GMT

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Excellent, this is why you ask questions since sometimes the answer is easy.

Brian

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