
Subject: Re: Line index
Posted by [pit](#) on Fri, 15 Mar 1996 08:00:00 GMT
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In article <31499FB9.2F6D@dlr.de>,
Hermann Mannstein <H.Mannstein@dlr.de> writes:
> Hello,

> is there a robust function which returns the indices within an image
> (like the where function) belonging to a line defined by two or more
> points.

for shure there is, even built-in IDL:
Index=polyfillv(xx,yy,xsize,ysize)
will give you the indices of the indices of the points surrounded by
the polygon given in the two vectors xx and yy for the x and y
coordinates, resp.
Read the manpage for further reference.

Peter

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Peter "Pit" Suetterlin <http://www.kis.uni-freiburg.de/~ps>
Kiepenheuer Institut fuer Sonnenphysik
Tel.: +49 761 3198-210 ps@kis.uni-freiburg.de
-- * -- * ...-- * -- * ...-- * -- * ...-- * -- * ...-- * --
Come and see the stars! <http://www.kis.uni-freiburg.de/~ps/SFB>
Sternfreunde Breisgau e.V.
Tel.: +49 761 73571 or 278588

Subject: Re: Line index
Posted by [David Foster](#) on Fri, 22 Mar 1996 08:00:00 GMT
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pit@asterix.kis.uni-freiburg.de (Peter Suetterlin) wrote:

>
> In article <31499FB9.2F6D@dlr.de>,
> Hermann Mannstein <H.Mannstein@dlr.de> writes:
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According to the "manpage", POLLYFILLV() expects at least 3 points so it would never work for a simple line. Also, it connects each successive line and the first with the last, to make a polygon, and then returns the indices of the points within this polygon.

You wouldn't be getting the indices of the points on the line(s), but of the points within the polygon defined by the points.

Dave Foster
foster@bial1.ucsd.edu

Subject: Re: Line index
Posted by [David Foster](#) on Fri, 22 Mar 1996 08:00:00 GMT
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Hermann Mannstein <H.Mannstein@dlr.de> wrote:

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> Hello,
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> (like the where function)
> belonging to a line defined by two or more points.

I don't have a function, but I can suggest a possible solution.
Given your two points, if you use the familiar $Y = mX + B$ formula to calculate the (X,Y) coordinate pairs for either each X or for each Y along the "span" of the line (use the one that gives you more points), and then convert these pairs to one-dimensional indices using the formula

$$\text{Indices} = (Y_coors * Xdim) + X_coors$$

where the "image" is Xdim x Ydim. Obviously you'll have to do some checking to make sure the points are within the image.

Hope this is useful.

Dave Foster
foster@bial1.ucsd.edu
