
Subject: how draw a cow ??

Posted by [smlod](#) on Thu, 03 Dec 1998 08:00:00 GMT

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hello!

the subject of my question is a real problem for me since a long time.

In fact I want to use polyfill to fill polygons and plot to draw the border

(without use TV or contour which -even with triangulate- can cut the edges).

for example:

IDL> print, a

1	1	0	0	0	0	0
1	1	0	0	1	1	0
1	1	1	0	1	1	0
1	1	1	0	0	0	0
0	0	0	0	0	0	0

I am looking for a function/procedure who gives me the list of the points to use polyfill

for this example the result would be :

x1=[0,1,1,1,2,2,1,0,0,0]

y1=[0,0,1,2,2,3,3,2,1]

x2=[4,5,5,4]

y2=[1,1,2,2]

thank in advance

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Sebastien Masson

Laboratoire d'Océanographie Dynamique et de Climatologie

4, place jussieu - 75252 Paris Cedex 05

e-mail: smlod@ipsl.jussieu.fr
