

## SEEK - Bug #1744

### ENM IIL - Convex Hull Actor

10/22/2004 02:49 PM - Dan Higgins

<b>Status:</b>	Resolved	<b>Start date:</b>	10/22/2004
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>	jjianting zhang	<b>% Done:</b>	0%
<b>Category:</b>	beam	<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>	Unspecified	<b>Spent time:</b>	0.00 hour
<b>Bugzilla-Id:</b>	1744		

#### Description

There is a desire to be able to clip GARP environment layers based on a Convex Hull region surrounding an existing set of species occurrence locations. There is a desire not only to calculate a ConvexHull, but also to specify some region on the outside of the CH that species might expand into. It is assumed that the CH is some vector description (polygon?) that can be used to mask the raster environment layers input to GARP

#### Related issues:

Blocked by SEEK - Bug #1724: ENM II - Prepare Spatial Layers for GARP layer i...

**In Progress** 10/22/2004

#### History

##### #1 - 12/02/2004 12:41 PM - Matt Jones

The convex hull, rasterization, and buffering actors accomplish these tasks and are complete. There is a test workflow in "workflows/test/gisl.xml" that demonstrates their use. Marking this bug as FIXED.

##### #2 - 03/27/2013 02:18 PM - Redmine Admin

Original Bugzilla ID was 1744