Subject: Re: Label_region and Erosion
Posted by Struan Gray on Fri, 06 Nov 1998 08:00:00 GMT
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Alex Schuster, alex@rosa.mpin-koeln.mpg.de writes:
>
> Struan Gray wrote:
>>
>> mask = image > threshold_val
>
> Slight correction: mask = image gt threshold_val

Sigh. I made this mistake in my very first programming class and have been making it consistently ever since. Thanks for pointing it out.

While I'm here, another thing I like to do when using masks is to display the mask as a colour cast on the original image by creating an RGB image and zeroing one of the channels wherever the mask is active:

```
image = byte(dist(250))
mask = image gt 100
rgb_image = bytarr(3,250,250)
rgb_image[0,*,*] = image*(mask eq 0)
rgb_image[1,*,*] = image
rgb_iamge[2,*,*] = image
tv, image, /true
```

This has the effect of changing every pixel where the mask is active from a greyscale to cyanscale value. If you are running in 8 bit colour you'll have to use COLOR_QUAN to construct a custom colour table before using tv. Zapping the a different channel shades the mask with the appropriate complementary colour.

A final tip: if, like me, you often end up creating masks which cannot easily be created with a simple global selection criteria, it is often easiest to export the image as a TIFF file, use Photoshop's excellent selection tools to create a mask, and then load it back into IDL.

Struan