
Subject: Re: how do i read compressed tiff files?
Posted by [Burgwardt](#) on Tue, 26 Jan 1999 08:00:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

David,

No I am afraid I have version 5.02. I am in communication with rsinc about it.

By the way i tried the triangulation command to find perimeter and couldn't get it to work right. That last number it returns: boundary, is way too big. It turns out convex hull is not what I want anyway. I want the count of boundary pixels including those along the edge of a notch in the boundary - and convex hull won't give me that, it spans the opening of the notch. I came up with a way to shift my connected component one pixel up, down, right, left, and identify 4-neighbor boundary pixels that way.

I would like to understand the boundary component of the triangulation command better though.

Charlie B.

David Fanning wrote:

```
> L. Charles Burgwardt (burgwardt@kodak.com ) writes:
>
>> How do i read a compressed tiff file in IDL?
>> When I try to read a compressed file from either the command line of in
>> a program I get this error message:
>>
>> IDL> image=READ_TIFF(filename,r,g,b)
>>
>> % READ_TIFF: READ_TIFF: Images must be un-compressed
>
> Is this IDL 5.2, which is the first version of IDL
> to support compressed TIFF files?
>
> Cheers,
>
> David
```

--

Charlie B.

To reply by e-mail remove the spam block (SB) from my address.
