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Subject: Label\_Region

Posted by [btt](#) on Wed, 27 Dec 2000 18:50:22 GMT

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Hello,

When the label region is used to uniquely mark blobs within an image, the edge pixels are all assumed to be zero. I would like to preserve those edge pixels AND perform the region labeling.

I can imagine some brute-force-and-ignorance schemes to perform the blob coloring on my own, but I would like to be smart about it. Any suggestions?

Thanks,

Ben

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