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Subject: Re: IDLanROI Confusion  
Posted by [davidf](#) on Thu, 05 Apr 2001 18:18:41 GMT  
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Craig Markwardt ([craigmnet@cow.physics.wisc.edu](mailto:craigmnet@cow.physics.wisc.edu)) writes:

- > More than likely the region of interest becomes pixelated into square
- > pixels. It's pretty clear to me that this will give a greater
- > perimeter than a true circle since there are more horizontal and
- > vertical segments than are required.

It is true that this perimeter measurement is affected by pixelation. I've found that by first smoothing the data before I calculate the ISOCONTOUR, then using those values for the IDLanROI object, I can get within a couple of percent of the actual value, as opposed to the normal 15-17%.

By the way, I just noticed that the connectivity and vertices values on the ISOCONTOUR command are actually reversed from what is printed in the on-line help. That may explain a bit of my confusion. :-)

Cheers,

David

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