

Posted by [Thomas S. Spisz](#) on Tue, 17 Jul 2001 17:37:55 GMT

```
<!doctype html public "-//w3c//dtd html 4.0 transitional//en">
```

I'm not sure whether it's impossible, but I do know that most thinning algorithms will shorten the line (especially with variable width).  I've used the 'THIN' function and also implemented in IDL some algorithms published in literature such as ones by *Zhang and Suen*.  What I've done about the line shortening effect is to return the end pixels of each line.  This is done by extending points from the thinned line in the direction of the last two pixels and comparing it to the original thick line.  If there was a pixel in the thick line, then extend the thin line one pixel and keep going.  I described this in the journal:

[illegible]

Hope this helps.

<p>&nbsp; --tom spisz

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<p>Julia wrote:

<br>I get the not-shorten skeleton. Do you mean it's impossible?

<p>Julia

<p>Craig Markwardt <a href="mailto:craigmnet@cow.physics.wisc.edu">craigmnet@cow.physics.wisc.edu</a> wrote in message news:<a href="mailto:on66cw7420.fsf@cow.physics.wisc.edu">on66cw7420.fsf@cow.physics.wisc.edu</a>...

<br>> julia65201@usa.net (Julia) writes:

<br>

<br>> Hi, there,

<br>> >

> In IDL, the THIN function returns the "skeleton" of a bi-level image.

<br>> But if it is a line, the result is shorter than the original one.

## How

> can I prevent that?

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<br>> Make sure your lines don't have ends?

<br>

<br> Craig

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<br>> :-)</blockquote>  
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