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Subject: Re: XROI - how to invoke region growing  
Posted by [David Fanning](#) on Wed, 13 Feb 2002 14:05:22 GMT  
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Dorthe Wildenschild (dw@er.dtu.dk) writes:

- > Do you know what the difference is then between the old SEARCH3D (5.4)
- > and the new REGION\_GROW (in 5.5)?

Haven't you had the experience of spending a week writing a great new routine, only to accidentally discover that you had written (and forgotten) something very much like it the year before? I don't know that this is the case here, but it seems like it. REGION\_GROW is definitely more robust than SEARCH3D (n-dimensional arrays vs. 3D arrays, for example), but they do very similar things. I'd like to think of them as two approaches to the same problem. You should try them both and see which you like better.

- > Also, are any of you familiar with a
- > 3-d equivalent of CONTOUR? I use CONTOUR to retrieve perimeter, area
- > etc. for 2D objects (and thanks to this newsgroup and Dave Fanning I
- > have learnt that it's necessary to smooth the object before! using
- > CONTOUR to get decent results (error < 1%), but I don't think SURFACE
- > will do the same in 3D, i.e., give me surface area for instance, of a
- > 3D object?

I should think either ISOCONTOUR or ISOSURFACE is what you are looking for.

Cheers,

David

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