
Subject: Best way to move a window

Posted by [Ned Horning](#) on Thu, 28 Feb 2002 02:03:54 GMT

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I am writing a program that move a 3 x 3 window through an image. From what I can tell IDL isn't well suited for the way I have programmed it but I can't figure out how to improve it. I expect I'm missing a fundamental concept.

The way I currently have it written is to move the window, one pixel at a time and process it like this:

```
FOR y=1, num_tile_lines - 2 DO BEGIN
  out_tile[y*num_tile_samples] = 0
  FOR x=1, num_tile_samples - 2 DO BEGIN
    IF (((tile_data[x,y] gt 179.99999) AND (tile_data[x,y] lt
180.0001)) OR $
      ((tile_data[x+1,y] gt 179.99999) AND (tile_data[x+1,y] lt
180.0001)) OR $
      ((tile_data[x-1,y] gt 179.99999) AND (tile_data[x-1,y] lt
180.0001)) OR $
      ((tile_data[x,y+1] gt 179.99999) AND (tile_data[x,y+1] lt
180.0001)) OR $
      ((tile_data[x,y-1] gt 179.99999) AND (tile_data[x,y-1] lt
180.0001)) OR $
      ((tile_data[x+1,y+1] gt 179.99999) AND (tile_data[x+1,y+1] lt
180.0001)) OR $
      ((tile_data[x-1,y-1] gt 179.99999) AND (tile_data[x-1,y-1] lt
180.0001)) OR $
      ((tile_data[x-1,y+1] gt 179.99999) AND (tile_data[x-1,y+1] lt
180.0001)) OR $
      ((tile_data[x+1,y-1] gt 179.99999) AND (tile_data[x+1,y-1] lt
180.0001)))) THEN $
    out_tile[y*num_tile_samples+x] = 0 ELSE BEGIN
```

Is there a faster way to do this?

Thanks in advance for any advice.

Ned
