
Subject: Re: Chain-Link Algorithm for Perimeter
Posted by [David Fanning](#) on Fri, 19 Apr 2002 20:41:09 GMT
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dmarshall@ivory.trentu.ca (dmarshall@ivory.trentu.ca) writes:

> If you know the pixel co-ords and your blob has no "serious" cavities (ie,
> openings that cause the perimeter to fold back on itself) you can convert
> your cartesian co-ords to polar (centered about the blob center), sort on
> the angle and convert back.

Alas, those damn blobs are *full* of "serious" cavities,
which is exactly what is causing my current algorithm
to go cross-eyed. :-(

Cheers,

David

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