
Subject: Re: Chain-Link Algorithm for Perimeter
Posted by [dmarshall](#) on Fri, 19 Apr 2002 20:22:29 GMT
[View Forum Message](#) <> [Reply to Message](#)

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.

But then I guess, if you could assume the constraints of this method, you wouldn't be asking about a Chain-Link method.....

....never mind.

Dave

In article <MPG.172a01b613e13adb98989e@news.frii.com>, David Fanning <david@dfanning.com> writes:

> Folks,
>
> I have a blob (naturally) and I want to know the
> pixels, in order, that describe the perimeter of
> the blob. The output of the Contour command, etc.
> is inappropriate, in this case.
>
> I think what I want to use is the Chain-Link Coding
> algorithm of R.L.T. Cederberg as described in The
> Image Processing Handbook by John Russ. Has anyone
> coded this up in IDL by any chance?
>
> I've been known to pay for code that saves me a ton
> of time. :-)
>
> Cheers,
>
> David
>
> --
> David W. Fanning, Ph.D.
> Fanning Software Consulting
> Phone: 970-221-0438, E-mail: david@dfanning.com
> Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
> Toll-Free IDL Book Orders: 1-888-461-0155
