Subject: Chain-Link Algorithm for Perimeter

Posted by David Fanning on Fri, 19 Apr 2002 17:28:40 GMT

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

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