
Subject: Re: Chain-Link Algorithm for Perimeter
Posted by [gutmann](#) on Fri, 26 Apr 2002 20:58:04 GMT
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heh, I wrote something to remove the boundary pixels following a contour when I was first learning IDL. You're welcome to it though it comes with all the standard caveats about my not being responsible for it eating your machine and kicking you out of the house.

(warning lots of for loops ahead)
<http://aster.colorado.edu/tmp/edgeRemove.pro>

I think it follows a very similar algorithm, I don't think I've ever come across a shape it died on (as long as two shapes aren't touching). I originally wrote c-code to trace sand grain boundaries so it saw some pretty ugly shapes, this is modified from the c-code but it should be equally robust to odd boundaries.

Ethan
