
Subject: bwfill in IDL?

Posted by [Gert Van de Wouwer](#) on Mon, 03 Jun 2002 15:27:53 GMT

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Hi

Is there an analog of Matlab's bwfill method in IDL?

i.e. something like

`[y, indx] = bwfill(x, startR, startC);`

where x is a binary image, startR and startC begin coordinates to begin flooding the image (e.g. all black pixels) and return the result in image y and coordinates of filled positions in indx?

Example taken from Matlab documentation:

```
BW1 = [1  0  0  0  0  0  0  0
       1  1  1  1  1  0  0  0
       1  0  0  0  1  0  1  0
       1  0  0  0  1  1  1  0
       1  1  1  1  0  1  1  1
       1  0  0  1  1  0  1  0
       1  0  0  0  1  0  1  0
       1  0  0  0  1  1  1  0]
```

```
BW2 = bwfill(BW1,3,3,8)
```

```
BW2 =
```

```
1  0  0  0  0  0  0  0
1  1  1  1  1  0  0  0
1  1  1  1  1  0  1  0
1  1  1  1  1  1  1  0
1  1  1  1  0  1  1  1
1  0  0  1  1  0  1  0
1  0  0  0  1  0  1  0
1  0  0  0  1  1  1  0
```

thanks,

Gert
