Subject: C/C++ equivalent of dilate/erode & poly_2d/polywarp
Posted by Yunxiang Zhang on Fri, 14 May 2004 21:24:15 GMT

Hi, Folks

I love IDL but this time I might have to pull up my own c code to do some
critical preprocessing while collecting data from ccd camera. Since we are
crazy for speed, it is not realistic to call idl func while collecting the
data at more than 30 fps.

Basically I need a C/C++ implimentation of idl style dilate/erode and the
poly_2d/polywarp. Can anybody here give me some suggestions or point me to
some goodies on the internet of how to get this done?

I've found that ip98 at ip98.sourceforge.net which has dilate/erode
implimented. But I am not sure if it is IDL equivalent.

For poly_2d/polywarp, I couldn't find any useful info just by googling. It
seems fairly straightforward to rewrite IDL's 'polywarp.pro' while the
poly2d is hard to rewrite since it is a internal procedure.

Any comments/suggestions is highly appreciated!

Best
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