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Subject: Re: Important! Regarding Objects  
Posted by [David Fanning](#) on Wed, 27 Oct 2004 08:33:07 GMT  
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Pravesh writes:

- > Thanks for that response, david.
- > Though i have a feeling that find\_boundary will not work for regions
- > with holes.

No, for that you would need something like CONTOUR, or ISOCONTOUR, if you can figure out how it works, I can't.

- > Can u tell me how to go about using objects! keeping in mind the
- > scenario i put in front of u in the last mail!
- > using objects seems much simpler. please tell me asap.

When I work with blobs (the technical term for these kind of things, after an hour or so they become known as the damn blobs, but that's another story) I usually put them in a fresh 2D array of the same size of the image. Set all the pixel values to 255. Then I contour the thing with a value of, say, 128. I use PATH\_INFO and PATH\_XY to get the contours. I pull each contour out (holes, etc., too) and use these as input to an IDLanROI object. I use the various methods of the object (ComputeGeometry, etc.) to gather the information I need.

But, this *\*never\** goes smoothly. There are *\*always\** problems, sometimes lots of them. You have to be agile and nimble on your feet. It can be done, but probably not under the time pressure you are apparently feeling. At least *\*I\** wouldn't be able to do it under pressure. It requires too much concentration.

Just remember Erosion and Dilation are your friends. :-)

Cheers,

David

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