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Subject: Re: byte array

Posted by [David Fanning](#) on Sun, 14 Aug 2005 19:21:16 GMT

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Callisto writes:

> I have a (n,n,n) byte array (n can be 64, 128, 256...). I want to  
> be able to "group" all points, i.e., group all the neighbouring values  
> of 1 in groups, all the neighbouring values of 2 in groups, and so on.  
> For example (2-D):  
>  
> 1 1 1 2 2 1 1 0  
> 1 1 0 0 2 1 3 0  
> 0 1 0 0 0 0 3 3  
>  
> in this case, I have two groups of "1", one group of "2", one group of  
> "3" and three groups of "0".  
>  
> Is there a smart way to do it?

I would have a look at LABEL\_REGION. You may have to put a 1-pixel "border" on your image to get what you expect. LABEL\_REGION does something daft with regions that butt up against the image edges as I recall.

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

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