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Subject: Re: Objects in ENVI ROI files

Posted by [Bradley Wallet](#) on Tue, 23 May 2006 07:55:24 GMT

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Yes, I know how to do this. The problem is that I have multiple objects in the ROI file. I do not really need the polygon information, but I need which pixels in the ROI file associate with each object. Currently, I take the first pixel in the ROI, and I look for any other ROI pixels that are 4-point neighbors. Then, I take these pixels, and I find any ROI pixels that are 4-point neighbor. I repeat this until I have the all the pixels connected with the first pixel. Then, I pick another pixel that is not assigned to the first object, and I repeat the object growing routine. I then do this again and again until all the pixels in the ROI are assigned to an object, and I then have all the objects that are described by the ROI file. I am pretty good at writing code to work with ENVI and ENVI ROI files.

However, this just doesn't seem like the cleanest way to do it. ENVI ROI files store polygons. When you open the ROI file, the information is converted pixel x and y coordinates. I am looking for a way to directly access the polygon information in the ROI file so I do not have to reconstruct the contained objects.

Brad

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