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Subject: Re: kernel convolution?

Posted by [Tom S.](#) on Fri, 28 Jul 2006 19:54:56 GMT

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I'm not sure if this is applicable to your particular image, but you might find this useful:

You may be able to use the MORPH\_HITORMISS function to identify all of the stars. See the example in IDL's help entitled "selecting specific image objects." There's also a demo that does this.

Once you've identified all of the stars you can probably remove them fairly easily by dilating the resulting binary hit structure image and then setting the corresponding regions in the original image to zero or some average of the neighboring pixels.

Regards,  
Tom

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