
Subject: Re: IDL's built-in function DILATE and ERODE doesn't work as described in help

Posted by gqshen2008@gmail.com on Thu, 12 Oct 2006 15:32:12 GMT

[View Forum Message](#) <> [Reply to Message](#)

If possible, can I know when the fix will appear in IDL? Thx.

Karl Schultz wrote:

> On Thu, 12 Oct 2006 09:41:29 +0200, Karsten Rodenacker wrote:

>

>> Don't use IDL's dilate and erode without embedding your data into a
>> sufficiently large array. Border handling is not coherently implemented.
>> That is a large disadvantage, not to say an error, for the application of
>> math. morph. operations in sequences. Ask for improvement, possibly ITTVIS
>> can be convinced!

>> Regards

>> Karsten

>>

>> Am Thu, 12 Oct 2006 04:33:59 +0200 schrieb Gongqin Shen

>> <gqshen2008@gmail.com>:

>>

>>> For example, if you have the data as a = [0, 1, 1, 0] and kernel as k
>>> = [1, 1], according to the help provided by IDL, the result of running
>>> the code:

>>> result = DILATE(a, k)

>>> will be [0, 1, 1, 0], however, IDL's output is [1, 1, 1, 0].

>>> ERODE performs in a similar way. Does that mean the help is actually
>>> broken?

>>>

>

> All I can say is that we know about this problem and fixing it is "on the
> list". Karsten has already sent me some more detail. If anyone else
> would like to submit additional input, besides what is already in this
> thread, email it to [kschultz at ittviz dot com](mailto:kschultz@ittvis.com). Thanks!

>

> Karl
