
Subject: Re: plots

Posted by [David Fanning](#) on Fri, 02 Mar 2007 16:05:21 GMT

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ashraf writes:

> These are integer pixel coordinates which form a closed boundary of an
> object, so each pixel will have at least two neighbours. I guess my
> question is how do you trace the boundary of an object if the all you
> have is an 2D array of noncontiguous pixel coordinates.

I think the answer was, you don't. At least not in
any unique way. If you DO want a unique path, you
are going to have to come up with something other than
this. :-)

You can always look for the point that is closest
to the point you are sitting on, but there is absolutely
no guarantee that this is the *next* point in any meaningful
sense.

Cheers,

David

--

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

Sepore ma de ni thui. ("Perhaps thou speakest truth.")
