
Subject: Re: Best inverse of IDLanROI::ComputeMask
Posted by [Loren Anderson](#) on Thu, 12 Jun 2008 14:00:41 GMT
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On Jun 11, 10:05 pm, Robbie <ret...@inet.net.au> wrote:

> I managed to avoid the growing and shrinking by using the LEVELS=255
> keyword.

>

I'm not convinced this would solve the problem every time. When the contour line passes exactly through the intersection of four pixels, as it does on the diagonal, IDL has to pick which pixels are inside and which are outside the line. In my experience, this sometimes leads to extra pixels being selected. Does anyone have a code that could straighten out contour lines so they are never diagonal?

> The only thing that contour misses are very irregular shapes which
> have holes in them or long protrusions which are 1 pixel thick.

>

This is a bit surprising too. Contour should pick up the holes, and the long protrusions. Can you post examples on your website?

-Loren
