
Subject: Re: Following a ridgeline

Posted by mzagursk@gmail.com on Mon, 16 Jun 2008 20:15:55 GMT

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On Jun 16, 12:49 pm, David Fanning <n...@dfanning.com> wrote:

> mzagu...@gmail.com writes:

>> I've got a 2d map (let's say it's a contour map of a mountain). I

>> need to be able to 'detect' and 'follow' the ridgeline across the

>> whole mountain (which does about a 180 degree turn as well, it's U

>> shaped). Anyone know any way to accomplish this?

>

>> So far, i've attempted to start at the maximum point, and then look

>> for surrounding points that minimizes the downward slope, this

>> process, however, creates switchbacks at peaks and doesn't follow the

>> peak down along a ridge. Any ideas?

>

> The obvious idea is the WATERSHED function. Have you

> tried that?

>

> Cheers,

>

> David

> --

> David Fanning, Ph.D.

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

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

Yes, but I'm not sure how to implement it in such a way to output the ridge. This 'image' is simply a background of 0's with a single ridgeline rising out of it. When I use watershed, it give me bogus answers, lines that make no sense at all.
