Subject: Re: Following a ridgeline
Posted by David Fanning on Mon, 16 Jun 2008 19:49:15 GMT
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mzagursk@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 doesnt follow the
> peak down along a ridge. Any ideas?

The obvious idea is the WATERSHED function. Have you
tried that?

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.")