
Subject: Following a ridgeline

Posted by mzagursk@gmail.com on Mon, 16 Jun 2008 19:24:25 GMT

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Hi,

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?

Thanks!
