Subject: Re: pixel value to x and y position Posted by David Fanning on Thu, 30 Jul 2009 15:51:29 GMT

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## mark nolan writes:

- > i have a multi tiff file, pictures of a moving bead. we would
- > like to track the movement of the bead. we first subtract
- > background, then clean it up by setting up threshold and then
- > i used the morph\_open. finally we label the regions and
- > descriminate our bead from others (by area matching). we then
- > call the pixels that are in those regions. using the formula
- > above we calculate the x and y for each pixel and then average
- > it (i.e. total(x)/num\_of\_pixels). the y seems to be ok however
- > we have weird results for the x. please help me!!

I don't know what "call the pixels" means, but if you mean "identify the indices of the pixels in the region of interest" with something like the WHERE function, then I don't see any reason why you would have to know the columns and rows. But, if you did, you could use ARRAY INDICES to obtain them.

Cheers.

David

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David Fanning, Ph.D.
Coyote's Guide to IDL Programming (www.dfanning.com)
Sepore ma de ni thui. ("Perhaps thou speakest truth.")