
Subject: Re: pixel value to x and y position

Posted by [marknolan2006](#) on Thu, 30 Jul 2009 14:21:09 GMT

[View Forum Message](#) <> [Reply to Message](#)

On Jul 30, 9:25 pm, David Fanning <n...@dfanning.com> wrote:

> mark nolan writes:

>> can anyone check if this is correct way to convert pixel value to x

>> and y position (iam trying

>> to write a simple tracking code in IDL):

>

>> y = pixel_value/width_picture

>> x = pixel_value mod width_picture

>

>> i really have time on the x, it gives a wrong result. i think i got the

>> y coordinate correctly.

>

> I don't think this question can be answered from the way

> you have asked it. (At least I would have to make WAY

> too many assumptions to feel comfortable answering it.)

> What, exactly, are you trying to do?

>

> Cheers,

>

> David

> --

> David Fanning, Ph.D.

> Fanning Software Consulting, Inc.

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

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

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 discriminate 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!!

thanks and GOD bless!

mark
