Subject: Re: IDL calculating elements in arrays plus there offsets
Posted by jeanh on Mon, 08 Mar 2010 16:52:48 GMT
View Forum Message <> Reply to Message

> Sorry for impreciseness. I don't seem to be on the ball at all today.
> Yeah that makes sense, and to answer your questions it is multiple
> images I am loading into two seperate float arrays thats 122 images
> for each array, so a grand total of 244 images are being loaded. The
> idea being to compare the mass amount of images with each other and
> moving the array around both in the x and y direction until the
> closest match is found.
>
> I hope that clears it up for you, as I say I am not really on the ball
> today.
>
> Thanks
> Will

Hi Will,

ok, I get a better idea... do you want to move all your images at the
same time and do the comparison, or one by one? (i.e., do you want to
have a shift of let's say 1;5 for the 1st image, and 85,20 for the 2nd
image, or do you want to move all your images by 2;5?)

Anyways, "shift" is your friend here. Be careful on the edge of the
images... you might want to remove the edges, as values are wrapped around.

Now, depending on the content of your images, you can do things
differently... like identifying a region of interest (function region),
then identify the point of gravity and shift your images accordingly...
but again, it all depends on the content of the images!

Jean