
Subject: Re: Cannot understand a part of the IDL routine!! pls help!!

Posted by [David Fanning](#) on Sun, 23 May 2010 16:07:34 GMT

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bala murugan writes:

- > The following is a part of the IDL routine for region grow. The
- > following three lines of code is used to define the pixels that is the
- > ROI pixels.
- > x = FINDGEN(16*16) MOD 16 + 276
- > y = LINDGEN(16*16) / 16 + 254
- > roiPixels = x + y * imgDims[0]
- >
- > The question is how does it define the ROI pixels?
- > I dont see how it does..... Somebody please help me by giving a
- > simple and clear description.

What is happening here is the IDL is turning one-dimensional image indices into two-dimensional image indices. Before the advent of the function `Array_Indices`, we always had to do this by hand. This code was obviously written in those long-ago dark days.

Here is an article that explains this process in some detail:

http://www.dfanning.com/tips/where_to_2d.html

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.")
