
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

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

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

--

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.")
