Subject: Re: checking for connectedness of a given set of pixels
Posted by guillermo.castilla.ca on Wed, 03 Nov 2010 13:32:22 GMT
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> You might try some variation of the chain-code algorithm then

I see what you mean David. So you pick from the input set the pixel with lowest 1D index, which necessarily lies in the boundary of (one of) the region(s), find the boundary of that region with Find_Boundary, use that boundary as input to POLYFILLV as to get the addresses of the pixels within it, and if there are some pixels in the input set that do not belong to boundary+interior, then you know the input set is not connected. However, if no pixel is outside but the boundary+interior contains more pixels than the input set, then you have to make additional checks to make sure that the holes are not such that some group from the input set is disconnected from the rest. At the end of the day, it might make more sense to stick to Label_Region :(Thanks anyways for the advice.

Cheers

Guillermo