
Subject: Re: checking for connectedness of a given set of pixels

Posted by [David Fanning](#) on Tue, 02 Nov 2010 22:14:42 GMT

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Guillermo writes:

> Libreme Dios! Both functions are great, but I just need to know
> whether or not the pixels are connected. That is, as soon as I find
> one of the little guys who doesn't go hand in hand with the rest,
> that's good enough for me. So I thought there should be a way of
> getting this info without having to call the big shots ...

Bueno! You might try some variation of the chain-code algorithm then. If you get to the end of a chain and there are no roads leading anywhere but back the way you came, you are probably at the end of the road.

This is not the easiest of algorithms to code, but you can find one version (written for my purposes) in `find_boundary.pro`. I think I found the algorithm in the Russ image processing book.

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.")
