
Subject: Re: Efficient finding of locations where two 'on' pixels are next to one another

Posted by [Marc Buie](#) on Thu, 13 Jan 2011 18:21:27 GMT

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Robin -

I wrote a very similar routine some time ago. The name is collapse.pro and is in my library (www.boulder.swri.edu/~buie/idl). I worked really hard on this to speed it up and it's pretty good though you might not believe this to see the code. My program might be different from yours though. I use two images, one a bit image that is being processed but it is coupled to another "grey-scale" image from which the bit image is derived. I work with astronomical data and my images are of the sky (with stars and such) and the bit image records the positions of the stars.

I use boxm.pro which finds a local max in the image and uses that information to turn off the bits in the bit image that are too close to one another.

You might find some useful tricks in these two programs that could help you solve your problem.

Cheers,
Marc
