
Subject: Re: Blanking all 5x5 windows with less than X 'on' pixels in them
Posted by [ben.bighair](#) on Thu, 20 Jan 2011 20:03:45 GMT

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On 1/20/11 2:35 PM, Robin Wilson wrote:

> Hi Ben

>

>> Have you looked at MORPH_OPEN? I think it would be a good place to start.

>

> I have investigated this, but I don't think it'll do what I want as it

> will affect the other pixels in the image too. I'm hoping just to

> operate on pixels that have a lot of space around them (for example,

> maybe with a 9x9 window, and only having three pixels turned on). Can

> MORPH_OPEN do this?

>

> Robin

>

Hmmm. So, it isn't just a matter of the size of the speck but also the amount of white space around it.

Filtering by size isn't such a big issue - you could even use histogram operating on a labeled version of your image. You could also use Morph_HitOrMiss for this.

The Morph_TopHat function might also be worth checking out. You can control the amount of "brim-width" to allow when you specify the structure.
