
Subject: Re: Blanking all 5x5 windows with less than X 'on' pixels in them
Posted by [David Fanning](#) on Thu, 20 Jan 2011 19:52:30 GMT

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Robin Wilson writes:

> 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?

I don't know too much about this, but I would investigate
Morph_HitOrMiss, too.

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.idlcoyote.com/>

Sepore ma de ni thui. ("Perhaps thou speakest truth.")
