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Subject: Re: Blanking all 5x5 windows with less than X 'on' pixels in them  
Posted by [ben.bighair](#) on Thu, 20 Jan 2011 19:31:52 GMT

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On 1/20/11 2:19 PM, Robin Wilson wrote:

> Hi,  
>  
> I've got a binary image and I want to clean it up a bit by removing all  
> pixels (or small groups of pixels) which are surrounded by a lot of space.  
>  
> I can easily write code using CONVOL to tell me how many pixels were  
> 'on' in that window, but I can't see an easy (and fast) way of blanking  
> (as in, setting all the pixels to zero) in any windows where the CONVOL  
> function has given a value greater than X.  
>  
> I can think of a way to do it in a loop (looping over all of the points  
> that CONVOL found which were greater than X and then constructing 5x5  
> windows around them), but there must be a proper 'IDL Way'. Any ideas?  
>  
> Robin

Hi,

Have you looked at MORPH\_OPEN? I think it would be a good place to start.

Cheers,  
Ben

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