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Subject: Blanking all 5x5 windows with less than X 'on' pixels in them

Posted by [Robin Wilson](#) on Thu, 20 Jan 2011 19:19:17 GMT

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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

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