## Subject: Re: Getting x and y positions from a mask Posted by David Fanning on Thu, 28 Jul 2011 21:06:26 GMT

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## S. Murray writes:

```
> I am trying to obtain pixels coordinates of all the pixels within a
> very specific mask that I have created (thresholded contour in an
> image, but just one of the thresholded contours of the image, not all
> of them). Firstly, I used the contour procedure (path xy, path info,
> getting data coordinates...) and then used objects to get my mask from
> this- something along the lines of here:
>
   http://idlastro.gsfc.nasa.gov/idl_html_help/Programmatically _Defining_ROIs.html
>
>
 I used 'mask_rule=2 'so I that I have a mask of all pixels falling on
 or within a the regions boundary. I now have this mask array, which is
  just a 2d byte array:
>
> IDL> help,mask
 MASK
                BYTE
                          = Array[151, 151]
 I want to find out what the x and y coordinates are of all pixels that
> are '1's' in 'mask'. I wish to run a procedure on all pixels within
> this contoured region but I cant figure out how to make an array of
> the x and y coordinates. I know I could get the contour path pixels by
  typing something like this from just the contour procedure:
> line = [LINDGEN( path info[i].n ), 0]
  path_coords=path_xy[*, path_info[i].offset + line]
>
> But this does not include ALL pixels within the contoured region. I've
> only ever come across the cursor procedure before which saves x and y
 positions after clicking on the x display, however this won't exactly
> be very useful for all 568 pixels in the mask!
>
 Does anyone have any ideas? I don't know if its just because I'm not
> proficient enough in IDL yet or if its because I've been working on
> this for too long, but I have a feeling its a simple enough procedure
> if I figure out what to use!
I'd do something like this:
 indices = Where(mask EQ 1)
```

x = Reform(xy[0,\*])y = Reform(xy[1,\*])

xy = Array\_Indices(mask, indices)

Cheers,

David

David Fanning, Ph.D. Fanning Software Consulting, Inc. Coyote's Guide to IDL Programming: http://www.idlcoyote.com/ Sepore ma de ni thui. ("Perhaps thou speakest truth.")