
Subject: Dynamic range in morphological operations

Posted by [Fraser Watson](#) on Mon, 04 Jun 2012 12:08:32 GMT

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I am trying to use the MORPH_TOPHAT function on a 2D image with pixel values ranging from 0-13000 but it appears that the IDL morphology functions only work with binary or grayscale images. Is there a way to get around this? I am losing a lot of detail if I convert my images to grayscale and would rather keep the full dynamic range.

Thanks,
Fraser
