
Subject: Re: Constructing an exact Euclidean distance map
Posted by [David Fanning](#) on Mon, 04 Feb 2013 14:07:28 GMT
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Rob Klooster writes:

> The main use i have for an exact EDM is the calculation of the diameter of an inscribed circle of the object of interest. This is equal to twice the maximum of the EDM. Using the approximate EDM from `morph_distance` leads to a consistent overestimation of this diameter, which is also dependent of the orientation of the object. Maybe you have a better way of getting the inscribed circle?

Probably not, but if I wanted an inscribed circle, the first thing I would think about would be an `IDLanROI` object, whose `ComputeMask` method might be able to identify the enclosed pixels for me. Just a thought!

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.idlcoyote.com/>
Sepore ma de ni thue. ("Perhaps thou speakest truth.")
