
Subject: Re: Important! Regarding Objects
Posted by [David Fanning](#) on Tue, 26 Oct 2004 22:03:11 GMT
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Pravesh writes:

- > now, i want to get the geometric area and perimeter of this region.
- > How is it possible?

You could try Find_Boundary:

http://www.dfanning.com/ip_tips/boundary.html

- > Moreover, is it
- > necessary to use objects?

It is not "necessary", although it is often convenient.

- > In that case, I am not able to initialize
- > objects as it says that params x and y supplied to obj_new should have
- > (2,n) or (3,n) dimensions. now, assuming image is the original image
- > array and newroipixels are the locations of my roi in image. how do
- > get the geom. area of my roi?

You could contour it, and use the contours as the input to an IDLanROI object.

- > Also, is it possible to output data from a program to another window.

Not with the GUI Builder, probably. :-(

Cheers,

David

P.S. Just open another window from your event handler and dump the data into it.

--

David W. Fanning, Ph.D.
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Subject: Re: Important! Regarding Objects
Posted by [praveshsubramanian](#) on Wed, 27 Oct 2004 03:22:22 GMT

Thanks for that response, david.

Though i have a feeling that find_boundary will not work for regions with holes.

Can u tell me how to go about using objects! keeping in mind the scenario i put in front of u in the last mail!
using objects seems much simpler. please tell me asap.

Thanks
PRavesh

David Fanning <david@dfanning.com> wrote in message
news:<MPG.1be8778b1109eab49896be@news.frii.com>...

> Pravesh writes:

>

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Subject: Re: Important! Regarding Objects
Posted by [David Fanning](#) on Wed, 27 Oct 2004 08:33:07 GMT
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Pravesh writes:

- > Thanks for that response, david.
- > Though i have a feeling that find_boundary will not work for regions
- > with holes.

No, for that you would need something like CONTOUR, or ISOCONTOUR, if you can figure out how it works, I can't.

- > Can u tell me how to go about using objects! keeping in mind the
- > scenario i put in front of u in the last mail!
- > using objects seems much simpler. please tell me asap.

When I work with blobs (the technical term for these kind of things, after an hour or so they become known as the damn blobs, but that's another story) I usually put them in a fresh 2D array of the same size of the image. Set all the pixel values to 255. Then I contour the thing with a value of, say, 128. I use PATH_INFO and PATH_XY to get the contours. I pull each contour out (holes, etc., too) and use these as input to an IDLanROI object. I use the various methods of the object (ComputeGeometry, etc.) to gather the information I need.

But, this **never** goes smoothly. There are **always** problems, sometimes lots of them. You have to be agile and nimble on your feet. It can be done, but probably not under the time pressure you are apparently feeling. At least **I** wouldn't be able to do it under pressure. It requires too much concentration.

Just remember Erosion and Dilation are your friends. :-)

Cheers,

David

--

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