
Subject: Re: Best inverse of IDLanROI::ComputeMask
Posted by [Loren Anderson](#) on Wed, 11 Jun 2008 13:16:34 GMT
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Well, contour certainly does do the trick. One problem is that contour will draw a line through the diagonal, instead of only horizontal and vertical lines as would be appropriate for pixels. Therefore, when you go back to the region object after contouring, you may notice that the region grows slightly.

One way around this would be to use David's find_boundary program: http://www.dfanning.com/programs/find_boundary.pro. It's slower, but for small regions you probably won't be able to tell.

Oh, and if your regions have "holes" in them, as far as I know contour is your only option.

-Loren

Subject: Re: Best inverse of IDLanROI::ComputeMask
Posted by [Robbie](#) on Thu, 12 Jun 2008 02:05:26 GMT
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I managed to avoid the growing and shrinking by using the LEVELS=255 keyword.

The only thing that contour misses are very irregular shapes which have holes in them or long protrusions which are 1 pixel thick.

Robbie

Subject: Re: Best inverse of IDLanROI::ComputeMask
Posted by [Loren Anderson](#) on Thu, 12 Jun 2008 14:00:41 GMT
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On Jun 11, 10:05 pm, Robbie <ret...@iinet.net.au> wrote:

> I managed to avoid the growing and shrinking by using the LEVELS=255
> keyword.
>

I'm not convinced this would solve the problem every time. When the contour line passes exactly through the intersection of four pixels, as it does on the diagonal, IDL has to pick which pixels are inside and which are outside the line. In my experience, this sometimes leads to extra pixels being selected. Does anyone have a code that could straighten out contour lines so they are never diagonal?

> The only thing that contour misses are very irregular shapes which
> have holes in them or long protrusions which are 1 pixel thick.

>

This is a bit surprising too. Contour should pick up the holes, and
the long protrusions. Can you post examples on your website?

-Loren
