
Subject: Re: pixel value to x and y position
Posted by [MichaelT](#) on Thu, 30 Jul 2009 12:18:21 GMT
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Hi,

I guess it depends on how you generate pixel_value. If you start counting at the bottom left corner and proceed right, your solution is correct. If the counting is done differently, you need to modify your equation(s).

Have you checked out the cursor procedure? Maybe this is something for you?

Michael

Subject: Re: pixel value to x and y position
Posted by [David Fanning](#) on Thu, 30 Jul 2009 13:25:58 GMT
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mark nolan writes:

> can anyone check if this is correct way to convert pixel value to x
> and y position (iam trying
> to write a simple tracking code in IDL):
>
> y = pixel_value/width_picture
> x = pixel_value mod width_picture
>
> i really have time on the x,it gives a wrong result. i think i got the
> y coordinate correctly.

I don't think this question can be answered from the way you have asked it. (At least I would have to make WAY too many assumptions to feel comfortable answering it.) What, exactly, are you trying to do?

Cheers,

David

--

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

Subject: Re: pixel value to x and y position
Posted by [marknolan2006](#) on Thu, 30 Jul 2009 14:21:09 GMT
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On Jul 30, 9:25 pm, David Fanning <n...@dfanning.com> wrote:
> mark nolan writes:
>> can anyone check if this is correct way to convert pixel value to x
>> and y position (iam trying
>> to write a simple tracking code in IDL):
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> too many assumptions to feel comfortable answering it.)
> What, exactly, are you trying to do?
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> Cheers,
>
> David
> --
> David Fanning, Ph.D.
> Fanning Software Consulting, Inc.
> Coyote's Guide to IDL Programming:<http://www.dfanning.com/>
> Sepore ma de ni thui. ("Perhaps thou speakest truth.")

i have a multi tiff file, pictures of a moving bead. we would like to track the movement of the bead. we first subtract background, then clean it up by setting up threshold and then i used the morph_open. finally we label the regions and descriminate our bead from others (by area matching). we then call the pixels that are in those regions. using the formula above we calculate the x and y for each pixel and then average it (i.e. total(x)/num_of_pixels). the y seems to be ok however we have weird results for the x. please help me!!

thanks and GOD bless!
mark

Subject: Re: pixel value to x and y position
Posted by [David Fanning](#) on Thu, 30 Jul 2009 15:51:29 GMT
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mark nolan writes:

- > i have a multi tiff file, pictures of a moving bead. we would
- > like to track the movement of the bead. we first subtract
- > background, then clean it up by setting up threshold and then
- > i used the morph_open. finally we label the regions and
- > descriminate our bead from others (by area matching). we then
- > call the pixels that are in those regions. using the formula
- > above we calculate the x and y for each pixel and then average
- > it (i.e. total(x)/num_of_pixels). the y seems to be ok however
- > we have weird results for the x. please help me!!

I don't know what "call the pixels" means, but if you mean "identify the indices of the pixels in the region of interest" with something like the WHERE function, then I don't see any reason why you would have to know the columns and rows. But, if you did, you could use ARRAY_INDICES to obtain them.

Cheers,

David

--

David Fanning, Ph.D.
Coyote's Guide to IDL Programming (www.dfanning.com)
Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Subject: Re: pixel value to x and y position
Posted by [cgguido](#) on Thu, 30 Jul 2009 15:53:12 GMT
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On Jul 30, 4:27 am, mark nolan <marknolan2...@gmail.com> wrote:

- > hi everyone!
- >
- > can anyone check if this is correct way to convert pixel value to x
- > and y position (iam trying
- > to write a simple tracking code in IDL):
- >
- > y = pixel_value/width_picture
- > x = pixel_value mod width_picture
- >
- > i really have time on the x,it gives a wrong result. i think i got the
- > y coordinate correctly.
- >
- > thanks and GOD bless!
- >

> mark

is array_indices what you are looking for? how about using these free
particle tracking procedures: <http://www.physics.emory.edu/~weeks/idl/>

G

Subject: Re: pixel value to x and y position

Posted by [marknolan2006](#) on Fri, 31 Jul 2009 01:13:05 GMT

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On Jul 30, 11:53 pm, Gianguido <gianguido.cia...@gmail.com> wrote:

> On Jul 30, 4:27 am, mark nolan <marknolan2...@gmail.com> wrote:

>

>> hi everyone!

>

>> can anyone check if this is correct way to convert pixel value to x

>> and y position (iam trying

>> to write a simple tracking code in IDL):

>

>> y = pixel_value/width_picture

>> x = pixel_value mod width_picture

>

>> i really have time on the x,it gives a wrong result. i think i got the

>> y coordinate correctly.

>

>> thanks and GOD bless!

>

>> mark

>

> is array_indices what you are looking for? how about using these free

> particle tracking procedures:<http://www.physics.emory.edu/~weeks/idl/>

>

> G

hey, ill try that, actually i dnt know that function, this would be my
first
time (iam new at idl).

thanks alot G and David!

GOD bless!

mark

Subject: Re: pixel value to x and y position
Posted by [marknolan2006](#) on Fri, 31 Jul 2009 07:45:50 GMT
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On Jul 31, 9:13 am, mark nolan <marknolan2...@gmail.com> wrote:
> On Jul 30, 11:53 pm, Gianguido <gianguido.cia...@gmail.com> wrote:
>
>
>
>
>
>
>> On Jul 30, 4:27 am, mark nolan <marknolan2...@gmail.com> wrote:
>
>>> hi everyone!
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>> particle tracking procedures:<http://www.physics.emory.edu/~weeks/idl/>
>
>> G
>
> hey, ill try that, actually i dnt know that function, this would be my
> first
> time (iam new at idl).
>
> thanks alot G and David!
>
> GOD bless!
> mark- Hide quoted text -
>
> - Show quoted text -

i dnt know how you do it guys but your just brilliant! the
array_indices work!! whooh!! thanks alot!

GOD bless and continue to be a blessing!

Cheers,
mark
