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Subject: Re: REGION\_GROW Syntax

Posted by [David Fanning](#) on Mon, 24 Oct 2011 12:20:44 GMT

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Steffen Reich writes:

> I have got a question about the region\_grow Syntax. The region\_grow  
> function support the possibility to choose a channel if you want to grow  
> a region of RGB image. Unfortunately the API doesn't describe how to  
> choose the channel, only that it is possible. Therefore could somebody  
> write a example how to choose/select a channel with that function.

Where do you read that REGION\_GROW supports a channel? I  
don't find it anywhere.

But, if it did support a channel, I suppose you would  
have to pull the channel out of the RGB image and  
grow it individually.

```
red = rbg[0,*,*]  
grow = REGION_GROW(red, ...)
```

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

Coyote's Guide to IDL Programming: <http://www.idlcoyote.com/>

Sepore ma de ni thui. ("Perhaps thou speakest truth.")

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Subject: Re: REGION\_GROW Syntax

Posted by [Steffen Reich](#) on Tue, 25 Oct 2011 11:13:35 GMT

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Am 24.10.2011 14:20, schrieb David Fanning:

> Where do you read that REGION\_GROW supports a channel? I  
> don't find it anywhere.

>

> But, if it did support a channel, I suppose you would  
> have to pull the channel out of the RGB image and  
> grow it individually.

>

> red = rbg[0,\*,\*]

```
> grow = REGION_GROW(red, ...)  
>  
> Cheers,  
>  
> David  
>  
>  
>
```

Thank you for your answer, I will try your suggestion. Perhaps I apprehend the Region Grow Properties false, but there is a property called "for an RGB(A) image use" with the following control type:

String List: If the image has separate color channels, use the selected channel when growing the region. Choose from these values:

Luminosity: Luminosity values

Red Channel: Red values

Green Channel: Green values

Blue Channel: Blue values

Alpha Channel: Transparency values.

Default = Luminosity

Kind regards

Steffen

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