

## **Times Reported**

All times reported were determined on a Pentium 133 with 16 Mb of memory running Windows 95. The time required for region generation processes that use reference rasters is sensitive to raster size. For example, the time reported to generate the Texture Growth Region shown above was determined using a 1389 line by 1025 column reference raster. When the raster size was decreased to 488 lines by 361 columns, the time required decreased to 20 seconds. This smaller sized raster was used in all other raster related examples.

## **Advanced Options**

The Advanced Options toggle button provides the ability to remove islands and subregions smaller than a specified size for all region generation methods.

