Spots Split

This XTension splits one Spots object in multiple Spots objects.

Two Spots objects are created if the minimal distance between their spot elements is greater than the user-defined threshold.

All spots elements are assigned to the same Spots object if the shortest distance between two neighbouring spots is less or equal to the user-defined threshold.

Each new Spots object is individually colored.

A spot element can belong to only one Spots object.

In the Surpass tree a new Spots object is created (the number in brackets indicates the threshold value). The names of the newly created Spots objects are automatically generated indicating the number of spots in the Spots object (and the Spots object ID number).