Vesicle Outside Cell

To run this XTension the user has to create a Spots and a Cells objects.

This XTensions calculates for each Spot object the minimum distance to the nearest Cell object border. The calculation is based on the distance transformation to the center of the Spot object.

The results of the XTensions VesicleOutsideCell function are two statistic values per Spot object:

Nearest Cell ID and Nearest Cell Distance.