G22-2021 - Feature #468

[Function] Mask Intensity Controller

12/24/2021 10:33 AM - Anonymous

Status:	Resolved	**Start date:**	12/24/2021
Priority:	Normal	**Due date:**	01/06/2022
Assignee:		**% Done:**	100%
Category:		**Estimated time:**	0.00 hour
Target version:		**Spent time:**	0.20 hour

Description
Coding task for texture controller

History

#1 - 01/05/2022 01:01 AM - Anonymous

- % Done changed from 0 to 100

- Estimated time set to 0.50 h

#2 - 01/05/2022 01:12 AM - Anonymous

- Subject changed from [Code] Texture controller to [Function] Mask Intensity Controller

- Status changed from New to Closed

- Estimated time deleted (0.50 h)

#3 - 01/05/2022 01:13 AM - Anonymous

- Status changed from Closed to Resolved

```
def intensityController(distance, monotonicity):

if monotonicity  'increase':
        return -(1/overlap_pixels)*distance + 1
    elif monotonicity  'decrease':
        return (1/overlap_pixels)*distance
```