Re: Character recognition

Source: http://sci.tech−archive.net/Archive/sci.image.processing/2005−11/msg00138.html

- *From*: Roy Schestowitz <newsgroups@xxxxxxxxxxxxxxx>
- *Date*: Wed, 23 Nov 2005 05:38:56 +0000

__/ [varungupta] on Tuesday 22 November 2005 19:44 __

> I need an algorithm which can identify mouse drawn/stylus written
> on−screen devnagari (script for hindi language) characters most
> accurately. By mouse−drawn/stylus−written, I mean, the characters shall
> be drawn on−screen by use of a mouse or a stylus. For example: Using
> mouse for drawing in MS Paint.
> Software needs input through a Bitmap file on which character is drawn.
>
> Waiting for replies !
>
> Regards
> Varun Gupta

I suggest you have a look at wayV:

http://www.stressbunny.com/wayv/

It is Open Source and I happen to use it for desktop gestures. The
implementation is a very flexible one. It interprets Graffiti−like strokes
triggered by the mouse.

As an example, here if the default definition of an 'A'.

```
Gesture {
name = "A";
description = "A";
shape =
0, 0, 0, 0, 1, 0, 0, 0
, 0, 0, 0, 1, 1, 1, 0, 0
, 0, 0, 0, 1, 0, 1, 0, 0
, 0, 0, 1, 0, 0, 1, 0, 0
, 0, 1, 0, 0, 0, 0, 1, 0
, 0, 1, 0, 0, 0, 0, 1, 0
, 1, 1, 0, 0, 0, 0, 1, 1
, 1, 0, 0, 0, 0, 0, 0, 1
;
vector = NE, SE;
action = "Action A";
```

}

If you choose to re−use wayV, be sure to extend it (see TODO) and contribute
back to the community. It has not been maintained for many years.

Hope it helps,

Roy

−−
Roy S. Schestowitz | Useless fact: 21978 x 4 = 21978 backwards
http://Schestowitz.com | SuSE Linux | PGP−Key: 0x74572E8E
5:35am up 20 days 1:29, 4 users, load average: 0.29, 0.49, 0.52
.

- ***References***:
  - ♦ ***Character recognition***
    - ◊ *From:* varungupta

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