Subject: Re: 3D projection rotation
Posted by davidf on Mon, 08 Feb 1999 08:00:00 GMT
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Dave Brennan (9147261b@clinmed.gla.ac.uk) writes:

> I am currently trying to produce rotating maximum intensity projections
> using the voxel_proj command.
> To do this I am using scale3 to produce the !P.T transform matrix, i.e.
>
> for j=0,35 do begin
> xrot = (j-9)*10
>
> scale3,xrange=[0,sizematx*scalex],yrange=[0,sizematy*scaley]
,zrange=[0,slicemat*scalez],ax=xrot
>
> img=voxel_proj(imagebyt,/maximum_intensity)
> array(*,*,j) = img
> print,j
> endfor
>
> (scalex etc are the sizes of the voxels in the corresponding directions)
>
> This produces data which can be viewed in xinteranimate producing a
> rotating MIP.
>
> However, I wish to increase the size of the rotating MIP, to say twice
> it's original size, is there a simple way of accomplishing this, with
> the minimum of computing time? I am sure I am missing a simple solution.

Some of the relevant code is missing here, but I think
the simplest solution is to just increase the size of
the XInteranimate window by a factor of two. :-)

```
XInterAnimate, Set=[currentX*2, currentY*2, frames], /Showload
```

Be sure this is done *before* you calculate the Scale3
values, since it will use the size of the current display
window in its calculations.

Cheers,

David

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[Note: This follow-up was e-mailed to the cited author.]
