Subject: Re: 3D projection rotation
Posted by Dave Brennan on Tue, 09 Feb 1999 08:00:00 GMT
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Thanks for the solution.

However, I found that I had to use REBIN before the second XINTERANIMATE command, otherwise the
window was resized, but the data was not.

I have one further question though,

I use the Voxel_Proj command with a data set of 256x256x128. This produces projection data in a window of 640x512. However, the window is much larger than the data produced so I would like to reduce the data output from Voxel_Proj to a smaller matrix to reduce the 'border' around the data. I
have tried the following,

```
 img=voxel_proj(imagebyt,/maximum_intensity,xsize=512,ysize=4 10)
```

This does reduce the size of the output data , but the projection data, which was central within the output window is now offset from the centre. How do I reduce the output size whilst keeping the data
central within the window.

thanks for you help

Dave Brennan

David Fanning wrote:

```
>
>  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.]
