Subject: Re: Rotating with T3D and !P.T
Posted by B.C. Hamans on Sun, 16 Sep 2001 08:35:15 GMT

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Yes, i did mean volumes. Thank you very much. I will certainly have a look
at AIR 3. But at the moment i'm considering using the CONVERT_COORD, [/T3D]
function. I did not know about this function until this morning. Together
with the functions PROJECT_VOL or VOXEL_PROJ, i think i can program a
solution to my problem.

Bob