
Subject: Re: Rotating with T3D and !P.T
Posted by [gogosgogos](#) on Sat, 15 Sep 2001 22:57:49 GMT
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I have been involved in similar problems..

and IDL does allow you to rotate with the !p.t
but then you have to interpolate yourself
and then make sure the edges of your images,
volumes i suppose you mean, do not reach outside
your borders...

i had been busy with this for almost 3 months and
finally i gave up and used the transformation matrix
values to reslice using AIR 3. (loni.ucla.edu i think).

AIR has source code, so you could write a DLM and link it
directly to IDL, but i am lazy so i just spawned it to call
manual_reslice directly...

there is definately a way of rotating 3D volumes with !p.t
but you always have to calculate how much time that would
take to master compared to grabbing a ready executable
from the web.

cheers, GB
