
Subject: Re: voxel_proj and seg fault

Posted by [David Fanning](#) on Wed, 27 Feb 2002 15:37:37 GMT

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Jacques Basson (jfb37@removeme.cam.ac.uk) writes:

> When I run it without the /interpolate, I get the proper result (using
> my data rather than the data generated in the provided code - so I know
> more or less what it is supposed to look like). Running the code
> provided without interpolate and doing "tvscf, result, true=3" provides
> a cube rotated appropriately. And result is definitely not all zeros.

Well, with the code you provided, I get zeros with or without
the Interpolate. So, I guess I can't help. :-(

Cheers,

David

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