Subject: Re: voxel_proj and seg fault Posted by David Fanning on Wed, 27 Feb 2002 15:37:37 GMT View Forum Message <> Reply to Message

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 "tvscl, 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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