Subject: voxel_proj and seg fault
Posted by Jacques Basson on Wed, 27 Feb 2002 10:16:37 GMT
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Hi all

I seem to be getting segmentation faults when using the interpolate keyword to voxel_proj (strangely enough, removing the rotations gets rid of the segfault, but then that's not exactly useful). It is repeatable on several machines running linux or solaris. xvolume works fine, but is not configurable enough (automating translations / getting a contour plot instead of an image out of the thing...).

Does anyone know of a suitable workaround, apart from not using the interpolate keyword - it's nice to have smooth-looking final plots :)

Cheers,
Jacques

```
IDL> print, !version
{ x86 linux unix linux 5.5a Feb  7 2002      32      32}
IDL> n = 192
IDL> vol = randomu(1, n+6, n+6, n+6)
IDL> for i=0,10 do vol = smooth(vol, 3)
IDL> vol = bytscl(vol(3:n+2, 3:n+2, 3:n+2))
IDL> !x.s = [0.,1.] / (n-1)
IDL> !y.s = [0.,1.] / (n-1)
IDL> !z.s = [0.,1.] / (n-1)
IDL> t3d, /reset, translate=[-0.5,-0.5,-0.5]
% Compiled module: T3D.
IDL> t3d, rotate=[60,0,0]
IDL> t3d, rotate=[0,0,-80]
IDL> t3d, translate=[0.5,0.5,0.5]
IDL> rgbo = bindgen(256)#[1,1,1,1]
IDL> result = voxel_proj(vol, rgbo, /interpolate)
Segmentation fault
```
