Subject: morph_distance
Posted by McDelia on Wed, 31 Jul 2002 22:28:12 GMT

Hi,
  When morph_distance is employed on images that have distances >256, IDL
crashes. Has anyone else had this problem? If so, is there a work-around
 I can not rebin my image to a smaller image). Does anyone have a version
that returns an int image instead?   Also, can anyone tell me where the
error logs are kept?

Thanks, Delia