Subject: morph\_distance Posted by Mira Michelle Raman on Mon, 05 Aug 2002 18:12:33 GMT View Forum Message <> Reply to Message

Hi,

I have been trying to use morph\_distance on a large image and my IDL has been crashing (not error messages, but crashing out). I have a feeling it is because I have distances greater than 255. The images I am running this on contain very thin lines, so I can't rebin the image to a smaller size. Has anyone else had this problem and if so do you know a work around?

Thanks in advance, Mira