
Subject: morph_distance

Posted by [Mira Michelle Raman](#) on Mon, 05 Aug 2002 18:12:33 GMT

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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
