
Subject: Re: morph_distance

Posted by [Ted Cary](#) on Fri, 02 Aug 2002 22:52:35 GMT

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Hi,

I have not seen this problem. In my experience, MORPH_DISTANCE does not crash when creating distance maps with distances of greater than 256, which is what I think you are asking. On my machine, MORPH_DISTANCE outputs arrays of type INT or UINT unless NEIGHBOR_SAMPLING is set to 3. Could you clarify the problem or post the code that crashes?

There is an !ERROR_STATE system variable which logs the most recent error.

TC

McDelia wrote:

> 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
