
Subject: Re: rotating 3d array: help for the braindead!

Posted by [mark_cadwell](#) on Mon, 20 Feb 1995 18:12:03 GMT

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> I have a stack of MRI images that make up a 3d array, and I want to turn
> all the constituent images over.
> At the moment, I've got a FOR loop that goes through using
>
> ROTATE(image(*,*,i),2)
>
> on each one, but I'm convinced there must be a better way to do it in a
> oner without the FOR loop to slow things down.

There is a method of animation called double buffering where you plot an image to a virtual window, copy the virtual window to your main window, and while that is going on, you're drawing the next image to the virtual window again. The advantage of doing it this way is that plotting to virtual windows is much faster (at least in my machine) than plotting to visible windows, and copying from a virtual window to a visible window is also much faster than plotting. The result is a nice, smooth, and reasonably fast image rotation.
