
Subject: Re: rotating 3d array: help for the braindead!
Posted by [pjclinch](#) on Tue, 28 Feb 1995 11:19:52 GMT
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MEC (mark_cadwell@qmail4.sp.trw.com) wrote:

: I previously wrote:

: > 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.

I'm not actually after an animated rotation here... My image stack is
just plain upside down, and I want to flip each image in the stack over
before I actually start looking at them.

The image stacks are 128 images, 256 pixels square each: takes quite a
bit of time to flip them all :-(

Pete.

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