
Subject: voxel_proj and array type
Posted by [edwardg](#) on Tue, 04 Jan 2005 19:28:28 GMT
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Hi all,

I'm working on a GUI to display and analyze medical images, and have incorporated a maximum intensity projection (MIP) utility using VOXEL_PROJ and T3D. Typically i'm using either int or float arrays, and i convert them to byte by window/levelling after pulling out the slice i want.

I'd like to do the MIP before converting to byte so i don't have to reproject every time the user changes the window/level settings. However, VOXEL_PROJ seems to insist on working on byte data arrays. Does anyone have any ideas on how to get around this problem?

Thanks!

Ted
