
Subject: Re: ROI outlining of 3D volumes (multi-slice 2D)
Posted by [Loren Anderson](#) on Mon, 28 Apr 2008 21:40:57 GMT
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Well, it may not be quite what you are looking for, but I have written a program that does basically what you need. It's located at <http://people.bu.edu/andersld/>. It is set up for astronomical cubes where the third axis is velocity, but should work with any cube. I can guarantee that it won't be as slick as David's, and will contain more bugs. You can adjust the contrast/brightness and save/restore regions though.

I am in the middle of updating the program and will have a new version out in a month or so, which should be much improved.

-Loren
