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Subject: Re: Xinteranimate and dicom  
Posted by M on Mon, 01 Aug 2011 18:10:34 GMT  
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On Jul 27, 7:59 pm, David Fanning <n...@idlcoyote.com> wrote:

> M R writes:  
>> I am using Xinteranimate command to produce an animation containing  
>> DICOM images. I have the following error  
>  
>> - Transform\_Volume  
>  
>> The code is given below.  
>  
>> fil = file\_search('Filepath\dicom\\*', COUNT = count)  
>  
>> image = read\_dicom(fil[0])  
>  
>> s = size(image)  
>  
>> arm = make\_array(s[1],s[2],count,/nozero)  
>  
>> loadct, 0  
>  
>> xinteranimate, set=[3\*s[1],3\*s[2],count-20],/showload  
>  
>> for i = 0, 36 do begin  
>  
>>   rotData = Transform\_Volume(data, Rotation =[0,0, (i\*10) MOD 360],  
>>   Missing = 0)  
>  
>>   TVImage, Reform(Max(rotData, DIMENSION = 1))  
>  
>>   XIInteranimate, Frame = i, Window = !D.Window  
>  
>> End  
>  
>> Xinteranimate, 50  
>  
>> end  
>  
>> Is it because I am using DICOM images or anything else?  
>  
> You mentioned an error. Did you want to tell us what it was? :-)  
>  
> Cheers,  
>  
> David  
>

> --  
> David Fanning, Ph.D.  
> Fanning Software Consulting, Inc.  
> Coyote's Guide to IDL Programming:<http://www.idlcoyote.com/>  
> Sepore ma de ni thui. ("Perhaps thou speakest truth.")

The code is getting stuck in the transform\_volume line. The transform\_volume code is opening and the following is being displayed

```
Catch, theError  
IF theError NE 0 THEN BEGIN  
    Catch, /Cancel  
    ok = Dialog_Message(!Error.State.Msg)  
    RETURN, -1  
ENDIF
```

with the pointer at "ok = Dialog\_Message(!Error.State.Msg)"

Are Dicom and Xinteranimate incompatible?  
Thank you!

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