
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))
>
>>   Xinteranimate, 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!
