
Subject: morph_distance

Posted by [McDelia](#) on Wed, 31 Jul 2002 22:28:12 GMT

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Hi,

When morph_distance is employed on images that have distances >256, IDL crashes. Has anyone else had this problem? If so, is there a work-around I can not rebin my image to a smaller image). Does anyone have a version that returns an int image instead? Also, can anyone tell me where the error logs are kept?

Thanks, Delia

Subject: Re: morph_distance

Posted by [Ted Cary](#) on Fri, 02 Aug 2002 22:52:35 GMT

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Hi,

I have not seen this problem. In my experience, MORPH_DISTANCE does not crash when creating distance maps with distances of greater than 256, which is what I think you are asking. On my machine, MORPH_DISTANCE outputs arrays of type INT or UINT unless NEIGHBOR_SAMPLING is set to 3. Could you clarify the problem or post the code that crashes?

There is an !ERROR _STATE system variable which logs the most recent error.

TC

McDelia wrote:

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> crashes. Has anyone else had this problem? If so, is there a work-around
> I can not rebin my image to a smaller image). Does anyone have a version
> that returns an int image instead? Also, can anyone tell me where the
> error logs are kept?
>
> Thanks, Delia

Subject: Re: morph_distance

Posted by [Karsten Rodenacker](#) on Mon, 19 Aug 2002 08:14:40 GMT

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Hi,

I found a similar problem. If you try
help,morph_distance(bytarr(128),neigh=3) idl crashes.
With singular points try first a dilation to get reliable distances
(reliable means greater than 1).

McDelia schrieb:

```
>  
> Hi,  
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> crashes. Has anyone else had this problem? If so, is there a work-around  
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> that returns an int image instead? Also, can anyone tell me where the  
> error logs are kept?  
>  
> Thanks, Delia
```

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Karsten Rodenacker ()

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