
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

Subject: Re: voxel_proj and array type
Posted by [Mike Miller](#) on Fri, 28 Jan 2005 18:53:57 GMT
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Edward Graves wrote:

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- > incorporated a maximum intensity projection (MIP) utility using
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- anyone
- > have any ideas on how to get around this problem?

I have done this by rotating a 3D image volume and projecting it with

the
total (for projections, as in `img = max(vol, dimension=1))` or `max` (for
MIPs,
as in `img = total(vol, 2)`) functions. This works fine with any data
type and
the resulting images can be byte scaled and tv'd, or decomposed and
tv'd or
whatever.

Mike
