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Subject: Xinteranimate and dicom

Posted by [M R](#) on Wed, 27 Jul 2011 15:41:11 GMT

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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?

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Subject: Re: Xinteranimate and dicom

Posted by [David Fanning](#) on Thu, 28 Jul 2011 00:59:36 GMT

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M R writes:

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> DICOM images. I have the following error  
>  
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> loadct, 0  
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> xinteranimate, set=[3\*s[1],3\*s[2],count-20],/showload  
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>   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.")

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Subject: Re: Xinteranimate and dicom  
Posted by M on Mon, 01 Aug 2011 16:31:29 GMT  
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On Jul 27, 7:59 pm, David Fanning <n...@idlcoyote.com> wrote:  
> M R writes:  
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>  
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>  
>> Xinteranimate, 50  
>  
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> 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 program gets stuck at transform\_volume line with the transform\_volume code opening in a new window and the pointer at these lines.

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

Isn't Xinteranimate not compatible with DICOM images? Thank you!

---

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Subject: Re: Xinteranimate and dicom  
Posted by [David Fanning](#) on Mon, 01 Aug 2011 16:55:36 GMT  
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M writes:

```
>
> On Jul 27, 7:59 pm, David Fanning <n...@idlcoyote.com> wrote:
>> M R writes:
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>>> loadct, 0
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>>> 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
>>
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>>
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>>
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>>
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>>
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>
> The program gets stuck at transform_volume line with the
> transform_volume code opening in a new window and the pointer at these
> lines.
>
> Catch, theErrorHandler
> IF theErrorHandler NE 0 THEN BEGIN
>   Catch, /Cancel
>   ok = Dialog_Message(!Error.State.Msg)
>   RETURN, -1
> ENDIF
>
> Isn't Xinteranimate not compatible with DICOM images? Thank you!

```

Did you read the error message? My guess is that "data" is undefined in this line. I least I don't see it defined anywhere in your program.

```
rotData = Transform_Volume(data,Rotation=[0,0,(i*10) MOD 360], $
    Missing = 0)
```

Did you mean "image"?

Cheers,

David

--

David Fanning, Ph.D.  
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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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---

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>> 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? :-)
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> Cheers,
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> David
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> 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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