brainvisa-anatomist - Defect #1966

Brainvisa-anatomist: Bug dans dans le calcul du champ de vue d'une fusion "FusionRGBAVolumeMethod" ?

13/12/2010 02:46 PM - brainvisa, brainvisa

Status:	Closed		**Start date:**	13/12/2010
Priority:	Normal		**Due date:**	
Assignee:	Riviere, Denis		**% Done:**	100%
Category:			**Estimated time:**	0:00 hour
Target version:	anatomist-4.1		**Spent time:**	0:00 hour
Resolution:				

Description

Sous anatomist : il semblerait que le calcul de la fenêtre de vue lors d'une fusion "FusionRGBAVolumeMethod" ne soit pas fait correctement sous Anatomist:
Le problème se voit particulièrement si l'on cherche à fusionner 2 volumes avec un faible recouvrement.
Test : sous anatomist :

- chargez volume 1
- chargez volume 2
- créez la fusion 2d : volume 1 -> volume 2 en indiquant la transformation qui va bien
- créez une fusion FusionRGBAVolumeMethod à partir de la fusion 2d volume 1 > volume 2.
  > le champ de vue de la fusion RGB ne semble pas correct : seul le volume 1 est visible.

Cordialement.

Olivier RIFF

Associated revisions

Revision 40346 - 21/12/2010 05:04 PM - Riviere, Denis

Take transformations into account when calculating MObject MinX2D...MaxZ2D(). Actually a new method has been added in AObject: boundingBox2D() to calculate the whole bounding box only once (just as the 3D variant).
Use the 2D bounding box in Sliceable::rgbVolume() method to get the proper field of view when used on a fusion of volumes with a transformation between them.
Fixes: #1966

Revision 40346 - 21/12/2010 05:04 PM - Riviere, Denis

Take transformations into account when calculating MObject MinX2D...MaxZ2D(). Actually a new method has been added in AObject: boundingBox2D() to calculate the whole bounding box only once (just as the 3D variant).
Use the 2D bounding box in Sliceable::rgbVolume() method to get the proper field of view when used on a fusion of volumes with a transformation between them.
Fixes: #1966

Revision 7b9b1535 - 21/12/2010 05:04 PM - Riviere, Denis

Take transformations into account when calculating MObject MinX2D...MaxZ2D(). Actually a new method has been added in AObject: boundingBox2D() to calculate the whole bounding box only once (just as the 3D variant).
Use the 2D bounding box in Sliceable::rgbVolume() method to get the proper field of view when used on a fusion of volumes with a transformation between them.
Fixes: #1966

git-svn-id: https://bioproj.extra.cea.fr/neurosvn/brainvisa/anatomist/anatomist-free/trunk@40346 613412ce-1361-4b7a-93bf-a3c75af1bae4

History

#1 - 13/12/2010 03:18 PM - Riviere, Denis

- Project changed from brainvisa to brainvisa-anatomist

#2 - 13/12/2010 03:19 PM - Riviere, Denis

- Assignee set to Riviere, Denis

- Target version set to anatomist-4.1

#3 - 21/12/2010 05:10 PM - Riviere, Denis

- Status changed from New to Closed

- % Done changed from 0 to 100

Appliqué par commit [r40346](#).