

Some Steps need to implements in inverse\_warp:

1. First: read the command line in
2. Read warps in
3. Read reference volume and set size of invwarp
4. Create the transformation matrix and establish the twelve coefficients
5. rescale the displacement fields
6. Do the inverse (called actually another function "Tetrahedron tet, not go thorough it now)
7. Convert back to mm(?)
8. Add affine component back in(?)
9. Save inverse