
Subject: Re: SLICER3 : axes and labels

Posted by [david\[2\]](#) on Fri, 22 Jun 2001 15:59:05 GMT

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Teresa Sanchis writes:

- > I have been working with SLICER3 and I would like to know if there's a way
- > to write the axes range on the axes and/or to put some labels on the
- > image.
- > Have you got any idea of how I could do that?

Depending upon what you want to do with SLICER3, I have an ancient piece of code that I used to develop most of my programming ideas about 100 years ago that might help. It is named SLICE. It doesn't display isosurfaces (although it could, I guess), but it does display orthogonal slices through a 3D data set. The axes are already labeled for you.

SLICE had several neat features that SLICE3 and its predecessors lacked: you can animate the slices, and you can save the picture as a PostScript, JPEG, TIFF file, etc.

It might be a starting place anyway. It is written in the modular programming style that I was beginning to develop way back then, so I think it should be reasonably easy to modify.

I packaged this file along with the even more ancient PS_FORM file in a zip file, if you want to try it. You may need other files from either my Coyote Library or from the IDL Obsolete directory, I don't know. But you can find it here:

<ftp://ftp.dfanning.com/pub/dfanning/outgoing/misc/slice.zip>

Good luck. :-)

Cheers,

David

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