Subject: reversing [near, far] for volume rendering
Posted by Delia McGarry on Tue, 14 May 2002 21:58:20 GMT

Hi,
   In an IDLgrVolume I want to switch the direction of the volume
rendering, so that the rendered volume is displayed with the first
z-slice near the viewer rather than at the back. Switching the order of
the data is not an option. Does anyone know how to adjust the
[near,far] or have any suggestions?
Thanks,
Delia