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Subject: Re: reversing [near, far] for volume rendering  
Posted by [Delia McGarry](#) on Thu, 16 May 2002 15:45:57 GMT  
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Hi,

Thanks for responding. The problem is we must keep the left on the left.

Our end user has a very specific way they need the volume to appear.

Thanks Again,

Delia

ronn kling wrote:

> in article 3CE1887C.E6B86776@nih.gov, Delia McGarry at mcgarry@nih.gov wrote

> on 5/14/02 5:58 PM:

>

>> 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

>>

> Hello Delia,

>

> Why not just rotate the volume 180 deg around the Y axis so that the back is

> now at the front?

>

> -Ronn

>

> --

> Ronn Kling

> KRS, inc.

> email: ronn@rlkling.com

> "Application Development with IDL" programming book updated for IDL5.5!

> "Calling C from IDL, Using DLM's to extend your IDL code"

> <http://www.rlkling.com/>

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