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**Subject:** IDLgrVolume  
Posted by [lyubo](#) on Sun, 19 Jan 2003 02:56:32 GMT  
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Is it possible to render/manipulate a volume of size 256x256x256  
(or 512x512x512) in real time with IDLgrVolume, and if it is what  
hardware can do the job?

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Lyubo

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