
Subject: missing a dimension in IDLgrVolume

Posted by [Thomas Gutzler](#) on Wed, 12 Feb 2003 08:32:09 GMT

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Hey,

can anybody tell me, what I'm doing wrong ?

I'm comparing the code for 2 hours now and I don't get it.

Seems to having lost the z-dimension :(

I can rotate the Volume only in 1 dimension but I really need the others, too!

here we go (requires IDLexRotator):

```
PRO TDVol_Event, event
  WIDGET_CONTROL, event.top, Get_UValue=info
  IF (*info).Rotator->Update(event) THEN $
    (*info).oWindow->Draw, (*info).View
END
```

```
PRO TDVol_Cleanup, tlb
  WIDGET_CONTROL, tlb, Get_UValue=info
  OBJ_DESTROY, (*info).View
  OBJ_DESTROY, (*info).oWindow
  OBJ_DESTROY, (*info).Rotator
  OBJ_DESTROY, (*info).volume
  PTR_FREE, info
END
```

```
PRO vol_test
  image_size=200
  tmp = BYTSCL(dist(image_size))
  images = BYTARR(image_size, image_size, 10)
  FOR i=0,9 DO images[*,*,i] = tmp
```

```
View = OBJ_NEW('IDLgrView', Viewplane_Rect=[-image_size/2.0, $
  -image_size/2.0, image_size, image_size])
RotMod = OBJ_NEW('IDLgrModel')
Rotator = OBJ_NEW('IDLexRotator', [-image_size/2.0, $
  -image_size/2.0], image_size/2)
volume = OBJ_NEW('IDLgrVolume', images, $
  XCOORD_CONV=[-image_size/2.0, 1], $
  YCOORD_CONV=[-image_size/2.0, 1], /NO_COPY)
```

```
View->Add, Rotator
Rotator->Add, RotMod
RotMod->Add, volume
```

```
TLB = WIDGET_BASE()
drawID = WIDGET_DRAW(TLB, XSize=image_size, YSize=image_size, $
/button_events, /motion_events, graphics_level=2)
```

```
WIDGET_CONTROL, TLB, /Realize
WIDGET_CONTROL, drawID, Get_Value=oWindow
oWindow->Draw, View
```

```
info = PTR_NEW({ View:View, oWindow:oWindow, $
Rotator:Rotator, volume:volume})
```

```
WIDGET_CONTROL, TLB, Set_UValue=info
XMANAGER, 'TDVol_Viewer', TLB, EVENT_HANDLER='TDVol_Event', $
CLEANUP='TDVol_Cleanup', /NO_BLOCK
END
```
