Subject: Re: Axes etc. in XVOLUME
Posted by David Fanning on Fri, 27 Feb 2004 02:20:08 GMT
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Kenneth P. Bowman writes:

> Thanks, but I don't have a Windows machine, so I cannot view the file.

I originally thought this was a 5 minute job. I found the
place where the code needed to be changed (in IDLexVolView__Define),
but when I made the simple change the volume disappeared from
the display! (Ah, well, object graphics after all.) Then I
realized I was already 15 minutes into it and I could hear
the big sucking noise already, so I backed off.

Something odd is going on in the NORMALIZE method of that
object. Perhaps Paul will explain. But that's were I would
look for things to fix.

Cheers,

David

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David Fanning, Ph.D.
Fanning Software Consulting
Coyote's Guide to IDL Programming: http://www.dfanning.com/