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Subject: Re: About XVolume example !!!

Posted by [David Fanning](#) on Fri, 05 Mar 2004 17:44:12 GMT

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Antonio Santiago writes:

- > Pass you a volume 3D data to 'xvolume' and when move the "object" can
- > see how it seems a wired surface.
- > I want to know how!!!

Oh, I see. This is a property of the IDLgrWindow object.

Just set the drag quality from HIGH to MEDIUM, I think.

(If you set it to LOW, you just see a box moving.)

See the QUALITY keyword for the IDLgrWindow object.

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

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