Subject: Re: About XVolume example !!! Posted by Antonio Santiago on Fri, 05 Mar 2004 17:26:00 GMT View Forum Message <> Reply to Message

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!!!

Thanks:)

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Antonio Santiago wrote:
> Sorry, I mean that in 'xvolume' example when a move a volume in space,
> it seems as a wired volume (or wired surface, i dont know i'm very bad
> english writter, sorry ;)
> I want to say that, how can i or how xvolume does this "transformation"
  to make that volume seems a "wired volume"?
>
>
 Bye
>
>
>
>
>
  David Fanning wrote:
>
>> Antonio Santiago writes:
>>
>>> anybody knows which part of code at 'xvolume' example makes a volume
>>> to a wire surface.
>>> At 'xvolume' you can pass a 3D data and it represents in the screen
>>> with possibility to rotate, scale and so on. I have been seeing the
>>> code of xvolume and some classes it use (IDLexVolview, IDLexObjview,
>>> ...) but i can find wich part of code makes the "conversion" from
>>> volume to a "wired volume".
>>
>>
>> Where have you been seeing this, Antonio? I can't find any
>> evidence that XVOLUME can do wire volumes. Have you been
   looking at iVolume and thinking it is XVOLUME?
>>
>> Cheers,
>>
```

>> David