
Subject: Re: About XVolume example !!!

Posted by [Antonio Santiago](#) on Fri, 05 Mar 2004 17:26:00 GMT

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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 :)

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 possiblitty 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

>

>
