
Subject: Re: Axes etc. in XVOLUME

Posted by [Paul Sorenson](#) on Sat, 22 May 2004 18:46:52 GMT

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Oops, I forgot to mention: the "oVol = obj_new('IDLgrVolume', \$..." code snippet is in file xvolume.pro.

-Paul Sorenson
www.paulsorenson.com

"Paul Sorenson" <aardvark62@msn.com> wrote in message
news:40ae6a52_3@127.0.0.1...

> The NORMALIZE method has an optional keyword, ADJUST_AXES, that XVOLUME
uses

> internally to mess with the axes. (The actual call to NORMALIZE is in
> idlexvolviewwid__define.pro.) With that keyword, axes are automatically
> adjusted to fit the rest of the graphics objects in the view. The
> IDLexVolView has several non-axes graphics objects in it such as contour
> lines, a polygonal surface, the actual volume itself, etc. If we move
all

> of these graphics objects, say, 10 units in x, the axes will automatically
> adjust themselves to span that range. Here is an example moving the
volume

> 10 units by just hardcoding it. A similar technique would have to be
> applied to all the other non-axes graphics objects in IDLexVolView. Maybe
> that could be done in the SetProperty method when the volume property is
> set.

>
> oVol = obj_new('IDLgrVolume', \$
> keyword_set(test) ? \$
> congrid(bytscl(randomu((seed=0), 4, 4, 4)), 40, 40, 20) \$
> : vol, \$
> /zbuff, \$
> interpolate=interpolate, \$
> hints=2, \$
> /no_copy, \$
> xcoord_conv=[10,1], \$;move volume 10 units in x.
> /zero_opacity_skip \$
>)

> There are examples using the ADJUST_AXES keyword on my webpage at
> <http://www.paulsorenson.com/underthehood.html> .

> -Paul Sorenson
> www.paulsorenson.com

>> 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 where I would
>> look for things to fix.
>
>> Cheers,
>
>> David
>
>> --
>> David Fanning, Ph.D.
>> Fanning Software Consulting
>> Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
>
>
