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Subject: Re: IsoSurface

Posted by [Karl Schultz](#) on Fri, 11 Jun 2004 13:47:52 GMT

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"David Fanning" <davidf@dfanning.com> wrote in message  
news:MPG.1b324f1129a39d0d989798@news.frii.com...

> Aleks writes:

>

>> This is the compilation log that I have when I run the program:

>>

>> IDL Version 6.0, Microsoft Windows (Win32 x86 m32). (c) 2003, Research  
Systems, Inc.

>>

>> IDL> .compile test

>> % Compiled module: \$MAIN\$.

>> IDL> .go

>> % Compiled module: BSORT.

>> % Loaded DLM: TIFF.

>> % Compiled module: LOADCT.

>> % Compiled module: FILEPATH.

>> % Compiled module: PATH\_SEP.

>> % LOADCT: Loading table B-W LINEAR

>> % Compiled module: SCALE3.

>> % Compiled module: T3D.

>> % POLYSHADE: Expression must be an array in this context: POLYGONS.

>> % Execution halted at: \$MAIN\$ 19 C:\RS\IDL60\test.pro

>>

>> And this is the code

>

> Yes, well, the polygons are suppose to be coming

> from the command you have commented out:

>

>> ;Shade\_Volume, volume, 81, vertices, polygons, /Low

>> theHead = PolyShade(vertices, polygons, /T3D)

>

> Why did you comment that line out? Have you figured out

> what is a better contouring value than 81? What is the

> minimum and maximum of your data? How is your data

> distributed?

>

> Are you getting all of the messages in this thread? :-)

Aside from the good advice David gave about making sure you are really  
calling Shade\_Volume and picking the right isovalue, you might try the  
ISOSURFACE procedure. It has the same arg list (not kwds) as Shade\_Volume,  
but uses a different algorithm. It is easy to give it a try.

The error message you got above from POLYSHADE indicates that your vertices

variable is empty, because either you didn't really call SHADE\_VOLUME or the call to SHADE\_VOLUME resulted in no surface being generated. The latter can happen if you don't pick an isovalue appropriate for your data.

Karl

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