
Subject: Re: IsoSurface

Posted by [David Fanning](#) on Thu, 10 Jun 2004 17:57:57 GMT

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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? :-)

Cheers,

David

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