Subject: Re: Transparency for IDLgrVolume in IDL 6.1
Posted by Mary on Tue, 19 Jul 2005 18:46:18 GMT
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Hello Karl,

thank you very much for your prompt response and the information you gave me! I have a better understanding now of how the volumes are rendered in IDL.

I ran your program a couple of times using different settings for rgb0, rgb1, opacity0, and opacity1 to understand how they affect the display of the image. I think I understand it now. I tried doing something similar with the IDLgrVolume by setting data0 & data1 to each of my volumes. However, I haven't been successful at seeing both volumes within each other at the same time.

I noticed that the VOLUME_SELECT property is very important when the volume object has different data. If VOLUME_SELECT = 0 then only data0 is shown. When VOLUME_SELECT = 1 then it is supposed to combine the data0 & data1 using the rgb and opacity settings for each. I've been playing with different settings (for rgb and opacity) all last night and today. But it actually seems that IDL is only using the larger volume with the rgb/opacity settings to mask the smaller volume, no matter which one I set as data0 or data1. Does this make sense? It's sort of what happens with the the sample code you sent, where vol1 is a mask to vol0; you can't actually see both vol0 and vol1 at the same time. (Did I understand your code correctly?)

However, that's not what I want: I actually need to see both volumes, so that I can see the position of the smaller volume within the larger volume. Can this be achieved with the data0/data1 properties of IDLgrVolume? Is there any other property I need to set? (I also played with ZERO_OPACITY_SKIP but it didn't help).

Further comments and suggestions from you would be GREATLY appreciated!

Best regards,
Mary