
Subject: POLYSHADE X,Y out of range
Posted by [ao](#) on Fri, 14 Jul 1995 07:00:00 GMT
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Hallo!

Who knows what I am doing wrong?

I am displaying a volume with following commands:

```
read,unit,vol      vertices,po; get the volume
```

```
vol_value=160      ; isosurface value  
SHADE_VOLUME,vol,vol_value,vertices,polygons,/VERBOSE  
volsize=SIZE(vol)  ; info about vol
```

```
SCALE3,XRANGE=[0,volsize(1)],YRANGE=[0,volsize(2)],ZRANGE=[0 ,volsize(3)]  
      ; setup 3D  
TV,POLYSHADE(vertices,polygons,/T3D)  ; visualization
```

As far as good, but now I want to zoom:

```
zoomfactor=1.2  
TV,POLYSHADE(vertices*zoomfactor,polygons,/T3D)
```

For $0 < \text{zoomfactor} < 1.1$ (in most cases) there is no problem,
but when I increase zoomfactor to 1.2 (thats depends on the
!P.T) I get following chrash message:

```
Event for Zoom  
% POLYSHADE: Vertex 1745: X,Y out of range.  
% Execution halted at: MAIN13_EVENT    469 otf.pro  
%           WIDGET_EVENT  
%           XMANAGER    469  
/soft/local/IDL_4.0_NET/idl_4/lib/xmanager.pro  
%           OTF        716 otf.pro  
%           $MAIN$
```

When I look to vertices, I can't see where they are out of
range, because I don't know the limit, which POLYSHADE has.

How can I 'zoom' with POLYSHADE without having attention to
the x,y-sizes of the draw-window? Is there a NOCLIP-switch?

Does anyone has the source code of polyshade or know how the
message POLYSHADE: Vertex 1745: X,Y out of range is produced?

Any help appreciated to ao@eurad.uni-koeln.de

Thanks!!

Andreas Oberreuter

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