Subject: Re: iVolume isosurface placement
Posted by K. Bowman on Fri, 24 Feb 2006 16:40:56 GMT
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In article <pan.2006.02.24.16.22.07.969000@rsinc.com>,
Karl Schultz <k____schultz@rsinc.com> wrote:

> I think it is a bug in idlitvisisosurface__define.pro. The scaling should
> be accomplished with a value one less than the volume dimensions since the
> number of voxels is one less than the number of samples in each direction:
>
> ;; Prepare vertex data
> ;; - scale by dimensions
> oDimensions = self->GetParameter('VOLUME_DIMENSIONS')
> if OBJ_VALID(oDimensions) then begin
> success = oDimensions->GetData(dimensions)
> dimensions = FLOAT(dimensions)
> volDims = SIZE(*pVol, /DIMENSIONS)
> verts[0,*] *= dimensions[0] / (volDims[0]-1) ; change
> verts[1,*] *= dimensions[1] / (volDims[1]-1) ; change
> verts[2,*] *= dimensions[2] / (volDims[2]-1) ; change
> endif
>
>
> I'll file a bug report. But you should be able to apply this change
> yourself and get on with things. And yeah, you're right in that it is
> hard to notice with bigger volumes.

Thanks, Karl. You pointed me in this direction earlier, and I thought that I tried exactly the change you suggest, but it didn't work. (Blunder on my part no doubt ... not that I have any clue how idlitvisisosurface__define.pro works) I just tried this again, and now everything is copacetic.

There is an existing bug report (198801), and I sent a follow-up with this example earlier today.

Thanks again, Ken