Subject: Re: obtaining modified data from object graphics
Posted by Rick Towler on Tue, 25 Apr 2006 23:41:52 GMT
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You can't really do this using object graphics.

Data that is manipulated by the set and get properties exists in your
object's "object space". When that object is rendered, these data are
transformed into "world space" by one or more IDLgrModels and finally
into "view space" by IDLgrView. The problem is that this transformed
data is inaccessible from within IDL. So while you see what you want,
you can't "get" it.

You need to transform your data directly. For polygonal data, VERT_T3D
will do this. For volume data, maybe something like this will work:

 http://www.prl.ernet.in/~shashi/idl_info/Morisset/pro/turn_3 d.pro

-Rick

CD wrote:
> hello all,
>
> i was recently introduced to the object graphics capability of IDL. i
> am very much impressed with its functionality. but i am facing a small
> problem. i will try to describe it as clearly as possible.
> i have a 3 dim data which is a representation of a cube such that if a
> point is inside the cube it is 1 otherwise the value at that point is
> zero. now i load this data into myvolume using idlgrvolume and display
> it using the object graphics. now i rotate the model about [1,1,1] axis
> by say 45 deg. the result is good and what i wanted. now i want this
> modified data to be stored back into a 3d variable such that now this
> array will have the 1's and 0's acc. to the rotated cube. how do i go
> about achieving this?
> becuase after this is i use getprperty on myvolume it returns the same
> data which i had entered not the rotated one.
>
> thanx
>
> cheers,
> -cd
>