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Subject: obtaining modified data from object graphics

Posted by [CD](#) on Tue, 25 Apr 2006 19:30:28 GMT

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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

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