Subject: Re: XVOLUME in batch?
Posted by David Fanning on Sat, 23 Dec 2006 01:36:59 GMT

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Tal writes:

>   I am trying to batch convert some hdf's into XVOLUME graphics with
> IDL(6.0). What I do now is loop over an XVOLUME call followed by
> XVOLUME_WRITE_IMAGE call to generate png's from the data. This then
> displays the graphic and writes it, but I would like to do this on
> remote nodes which don't have a graphics display. It would also be
> great to speed up the process of batch converting since it takes a long
> time.. Anybody have an idea on how to do this?

Well, XVolume is a widget program. Yes, you could probably do this
differently, but you would have to go all the way back to step 1 and
do *everything* differently. :-)

So, to answer your question, no, I don't think you can get where
you want to go riding XVolume.

You could, of course, figure out how XVolume displays graphics
(it uses an IDL grVolume object), and you could create on of those
for yourself and display that in a clipboard object, and probably
create a PNG file from that. But I don't know what you know
about object graphics. If the answer is "not much", then there is
a fairly steep learning curve associated with it. I'd get ahold of
Ronn Kling's Power Graphics in IDL book.

I guess you could probably work out a direct graphics approach
to this, too, with Shade_Volume and PolyShade. Do you know
those two routines?

Hope this give you some ideas.

Cheers,

David

--
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Coyote's Guide to IDL Programming: http://www.dfanning.com/
Sepore ma de ni thui. ("Perhaps thou speakest truth.")