Subject: Re: mapping volume data
Posted by Andrew Cool on Thu, 08 Mar 2007 05:14:43 GMT

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On Mar 8, 3:11 am, yongjia.s...@gmail.com wrote:
> hi, is it possible to create a volume object by giving [xyz]
> coordinate (something like make a surface object by giving xyz
> coordinate), so this volume object can be mapping, any suggestion?
> thanks!

It sounds to me like the OP wants to take a profile, and rotate that
to produce an object, much
like we did back in the '80's on our 8bit home computers to draw 3D
wireframes.

He/She might like to look at REVOLUTION_IDL at
http://www.ittvis.com/codebank/search.asp?FID=473,
written by ITTVIS's own Basquette-case, Eduardo - the Sales Manager
for Oz, of whom I cannot
speak too highly, especially when he's slumped under the table after a
few local beers...

But, Eduardo's drinking habits aside, I can recommend Revolution_IDL
to the Object illiterate, and to those who just
wanna have fun!

Cheers,

Andrew C.