Subject: Re: 3D array from surfaces?
Posted by David Fanning on Tue, 13 May 2008 21:54:56 GMT
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Mike writes:

> Yep - That is just the opposite of what I want to do. What I'm
> looking for is the inverse of Shade_Volume. I suppose this really
> boils down to finding the intersection of a plane and a mesh
> surface... I'll mull it over tonight and see what comes up...

Most of the time if you have the opposite of what you
want, you are just about all the way home. :-)

Couldn't you use an IDLanROI object to tell you
if you were inside the volume or out?

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.")