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Subject: Re: FLOAT images instead of BYTE ones from IDL Object graphics ?

Posted by [David Fanning](#) on Fri, 23 Jan 2009 17:07:57 GMT

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Gianluca Li Causi writes:

- > So, what can I do to automatically get a 0 to 255 full-range display
- > of my volumes where I can look through all the volume data?
- >
- > As you see I'm still a newcomer in volume rendering...

Yes, well, I'm at least one page ahead of you. :-)

I don't know if you can "automatically" do much of anything useful in IDL. I presume, though, that you could modify the color of the volume, use lights, and change the composite function to modify the values your surface is rendered in.

You are probably NOT going to find the information you need to do this convincingly in the IDL documentation. I think you are going to have to get a good OpenGL book and see how all of this works. Then you will have to make assumptions, half of them wrong, about how IDL implemented OpenGL properties.

In the end, you will have spent an enormous amount of time and you may be a bit wiser. (Although I wouldn't risk too much money betting on this.) In other words, you are going to have to learn object graphics just like the rest of us. :-)

Cheers,

David

P.S. It might help to get Rick Towler season tickets to the Seattle Seahawk's games, but you will have to discuss this with him privately. :-)

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

Sepore ma de ni thui. ("Perhaps thou speakest truth.")

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