Subject: Re: RENDER in PV CL 4.0
Posted by baird on Wed, 24 Feb 1993 00:06:03 GMT
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Glenn,

I was just beating on the samething earlier this week and this is what I found found out. First off I was looking at voxel type data. I had a bytarr(256,100,100) with some ultrasonic data in it. I was first using volumn() and then passing it on to the render for ray tracing. I thought that this was to easy. Then came time to doing some view changes, transformation of the data, and some nuts-&-bolts type work. I found this was almost impossible using the render. So, I took the same data and this to i

t:

1) vol_pad()
Put zeros around my data

2) center_view,
Create !p.t in such a way my mother would be pleased.

3) vol_trans(data,266,!p.t)
data is the results from vol_pad,266 is my biggest dimensions, and !p.t
is my transformation matrix generated by center_view. This function does have
a bug in it that only is apparent for large data sets. On line 91 or so
dimsq = dim * dim. The variable dim is an integer so you get wrap around
in the bytes. I changes this line to be dimsq=float(dim)*float(dim) and
and all was well.

4) vol_rend()

There you go. The nuts and blots method.