
Subject: Re: volume() for function graphics?

Posted by chris_torrence@NOSPAM on Wed, 11 Jul 2012 16:52:23 GMT

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On Friday, July 6, 2012 11:47:20 AM UTC-6, David Grier wrote:

> Dear Folks,
>
> I've been wondering why there's no volume() function analogous
> to the other function graphics routines. Anyone know why not?
>
> TTFN,
>
> David

Hi David,

There just wasn't much demand for 3D volume rendering with new graphics. So we didn't bother to document or ship the routine. If you're really curious, you can try the following code:

```
function volume, arg1, arg2, DEBUG=debug, _REF_EXTRA=ex
```

```
    compile_opt idl2, hidden  
    @graphic_error
```

```
    nparams = n_params()  
    hasTestKW = ISA(ex) && MAX(ex eq 'TEST') eq 1  
    if (nparams eq 0 && ~hasTestKW) then $  
        MESSAGE, 'Incorrect number of arguments.'
```

```
    switch (nparams) of  
    4: if ~ISA(arg4, /ARRAY) then MESSAGE, 'Input must be an array.'  
    3: if ~ISA(arg3, /ARRAY) then MESSAGE, 'Input must be an array.'  
    2: if ~ISA(arg2, /ARRAY) then MESSAGE, 'Input must be an array.'  
    1: if ~ISA(arg1, /ARRAY) then MESSAGE, 'Input must be an array.'  
    endswitch
```

```
    name = 'Volume'  
    case nparams of  
    0: Graphic, name, _EXTRA=ex, GRAPHIC=graphic  
    1: Graphic, name, arg1, _EXTRA=ex, GRAPHIC=graphic  
    2: Graphic, name, arg1, arg2, _EXTRA=ex, GRAPHIC=graphic  
    3: Graphic, name, arg1, arg2, arg3, _EXTRA=ex, GRAPHIC=graphic  
    4: Graphic, name, arg1, arg2, arg3, arg4, _EXTRA=ex, GRAPHIC=graphic  
    endcase
```

```
    return, graphic  
end
```

Just save it in a file, "volume.pro". Then try:
v = VOLUME(/TEST)

Just beware that this code is untested, undocumented, and unsupported. :-)

-Chris
ExelisVIS
