
Subject: Re: volume() for function graphics?
Posted by [dg86](#) on Sat, 08 Sep 2012 11:12:12 GMT
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Dear Chris,

Your volume() function is just what I wanted, even if it lacks documentation and has plenty of quirks. For others who might be interested in using function graphics to make publication-quality volume renderings, my big breakthrough was realizing that I could learn about the volume object's properties with the useful but apparently undocumented itpropertyreport procedure.

```
v = volume( ... )  
itpropertyreport, v.gettool(), igetid('volume')
```

This reports what properties are available and how to set them.
For instance

```
isetproperty, 'volume', interpolate = 1, _render_quality = 1
```

I'd never have guessed the leading "_" for setting the render_quality otherwise.

One quirk is that I couldn't add a colorbar object to a volume in an obvious way. Instead, I created a window object using the 8.2 window() function and placed the volume and colorbar objects into that.

All the best,

David
