Subject: Re: reversing [near, far] for volume rendering Posted by ronn on Thu, 16 May 2002 11:38:06 GMT

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in article 3CE1887C.E6B86776@nih.gov, Delia McGarry at mcgarry@nih.gov wrote on 5/14/02 5:58 PM:

- > Hi,
- > In an IDLgrVolume I want to switch the direction of the volume
- > rendering, so that the rendered volume is displayed with the first
- > z-slice near the viewer rather than at the back. Switching the order of
- > the data is not an option. Does anyone know how to adjust the
- > [near,far] or have any suggestions?
- > Thanks,
- > Delia

_

Hello Delia,

Why not just rotate the volume 180 deg around the Y axis so that the back is now at the front?

-Ronn

--

Ronn Kling KRS, inc.

email: ronn@rlkling.com

"Application Development with IDL" i. 1/2 programming book updated for IDL5.5!

"Calling C from IDL, Using DLM's to extend your IDL code"

http://www.rlkling.com/

Subject: Re: reversing [near, far] for volume rendering Posted by Delia McGarry on Thu, 16 May 2002 15:45:57 GMT View Forum Message <> Reply to Message

Hi,

Thanks for responding. The problem is we must keep the left on the left.

Our end user has a very specific way they need the volume to appear.

Thanks Again,

Delia

ronn kling wrote:

- > in article 3CE1887C.E6B86776@nih.gov, Delia McGarry at mcgarry@nih.gov wrote
- > on 5/14/02 5:58 PM:

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- > Why not just rotate the volume 180 deg around the Y axis so that the back is
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- > Ronn Kling
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