
Subject: About XVolume example !!!

Posted by [Antonio Santiago](#) on Fri, 05 Mar 2004 15:20:43 GMT

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Hi,
anybody knows which part of code at 'xvolume' example makes a volume to a wire surface.

At 'xvolume' you can pass a 3D data and it represents in the screen with possibility to rotate, scale and so on. I have been seeing the code of xvolume and some classes it use (IDLexVolview, IDLexObjview, ...) but i can find wich part of code makes the "conversion" from volume to a "wired volume".

Thanks
:)

Subject: Re: About XVolume example !!!

Posted by [Antonio Santiago](#) on Fri, 05 Mar 2004 17:26:00 GMT

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Pass you a volume 3D data to 'xvolume' and when move the "object" can see how it seems a wired surface.

I want to know how!!!

Thanks :)

Antonio Santiago wrote:

> Sorry, I mean that in 'xvolume' example when a move a volume in space,
> it seems as a wired volume (or wired surface, i dont know i'm very bad
> english writter, sorry ;)

>
> I want to say that, how can i or how xvolume does this "transformation"
> to make that volume seems a "wired volume" ?

>
>
> Bye

>
>
>
>
> David Fanning wrote:

>
>> Antonio Santiago writes:
>>

>>
>>> anybody knows which part of code at 'xvolume' example makes a volume
>>> to a wire surface.
>>> At 'xvolume' you can pass a 3D data and it represents in the screen
>>> with possibility to rotate, scale and so on. I have been seeing the
>>> code of xvolume and some classes it use (IDLexVolview, IDLexObjview,
>>> ...) but i can find wich part of code makes the "conversion" from
>>> volume to a "wired volume".
>>
>>
>>
>> Where have you been seeing this, Antonio? I can't find any
>> evidence that XVOLUME can do wire volumes. Have you been
>> looking at iVolume and thinking it is XVOLUME?
>>
>> Cheers,
>>
>> David
>
>

Subject: Re: About XVolume example !!!
Posted by [David Fanning](#) on Fri, 05 Mar 2004 17:44:12 GMT
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Antonio Santiago writes:

> Pass you a volume 3D data to 'xvolume' and when move the "object" can
> see how it seems a wired surface.
> I want to know how!!!

Oh, I see. This is a property of the IDLgrWindow object.
Just set the drag quality from HIGH to MEDIUM, I think.
(If you set it to LOW, you just see a box moving.)
See the QUALITY keyword for the IDLgrWindow object.

Cheers,

David

--

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