
Subject: Volume as a wiredsurface :)

Posted by [Antonio Santiago](#) on Tue, 09 Mar 2004 17:12:45 GMT

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Hi,

I spend some time seeing the code of example 'xvolume'.
When a pass a volume data to 'xvolume', I saw that when rotate the
volume it seems a wired surface instead a render volume.

The super-incredible-mega-solution :) is to use the function
SHADE_VOLUME. From your volume data it generate a vertex and polygons
and you can use with IDLgrPolugon or IDLgrPolyline to make a wired figure.

Bye.
