
Subject: Re: voxelview

Posted by [mmeron](#) on Thu, 16 Nov 2006 08:19:59 GMT

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In article <1163662011.955472.148210@e3g2000cwe.googlegroups.com>, "taejon" <wacht123@gmx.de> writes:

> Hi

>

> I have got a file with 4 ascii-columns (var-type=double): x, y, z, rho.

> That means for special values for the 3D-coordinates "x,y,z" I have a

> value for the density "rho". I want to make the voxels visible with

> shading, opacity and so on. Is there any IDL-program already available

> which supplies the routines to do that and can handle such kind of

> files ? Or is it necessary to convert the data into another formate ?

>

> Thanks in advance!

>

> regards

>

> Sven Ohmann

>

Not quite sure what you're asking about. If it is the business of reading this data, my RASCII routine will do very well (and it is far simpler in use than the IDL READ_ASCII).

Mati Meron | "When you argue with a fool,
meron@cars.uchicago.edu | chances are he is doing just the same"

Subject: Re: voxelview

Posted by [taejon](#) on Thu, 16 Nov 2006 09:11:50 GMT

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In principle I am looking for something like voxel_proj.pro. But this needs binary-data and as input only three columns... The different values for the density should be presented in a window with 3 axes and some kind of shading to produce a 3D-Effekt

mmeron@cars3.uchicago.edu wrote:

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