
Subject: Re: XVOLUME in batch?

Posted by [David Fanning](#) on Sat, 23 Dec 2006 01:36:59 GMT

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Tal writes:

> I am trying to batch convert some hdf's into XVOLUME graphics with
> IDL(6.0). What I do now is loop over an XVOLUME call followed by
> XVOLUME_WRITE_IMAGE call to generate png's from the data. This then
> displays the graphic and writes it, but I would like to do this on
> remote nodes which don't have a graphics display. It would also be
> great to speed up the process of batch converting since it takes a long
> time.. Anybody have an idea on how to do this?

Well, XVolume is a widget program. Yes, you could probably do this differently, but you would have to go all the way back to step 1 and do *everything* differently. :-)

So, to answer your question, no, I don't think you can get where you want to go riding XVolume.

You could, of course, figure out how XVolume displays graphics (it uses an IDL grVolume object), and you could create one of those for yourself and display that in a clipboard object, and probably create a PNG file from that. But I don't know what you know about object graphics. If the answer is "not much", then there is a fairly steep learning curve associated with it. I'd get ahold of Ronn Kling's Power Graphics in IDL book.

I guess you could probably work out a direct graphics approach to this, too, with Shade_Volume and PolyShade. Do you know those two routines?

Hope this give you some ideas.

Cheers,

David

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

Sepore ma de ni thui. ("Perhaps thou speakest truth.")
