VisIt - Bug # 1173: Log/Skew scaling causes ray casting volume renderer to use color variable for opacity

Status:	Pending	**Priority:**	Normal
Author:	Brad Whitlock	**Category:**	
Created:	08/20/2012	**Assigned to:**	
Updated:	08/31/2012	**Due date:**	
Likelihood:	2 - Rare		
Severity:	4 - Crash / Wrong Results		
Found in Version:	2.5.1		
OS:	All		
Support Group:	Any		
Subject:	Log/Skew scaling causes ray casting volume renderer to use color variable for opacity		
Description:	1. Open noise.silo 2. Create expression new_x = x + 20 3. Make a Volume plot of new_x 4. Set the volume plot attributes nSamples=1000, mode=3D texture, scaling=Log, opacity var="radial" 5. Clear the opacity in the transfer function and then select low, middle, and high ranges 6. Draw You'll see 3 radial shells colored by log(new_x). 7. Switch the mode to ray casting: compositing The renderer will mess up and use new_x for the opacity variable even though we've indicated that we want radial. 8. Switch to linear scaling and the correct opacity variable will be used.		

History

08/31/2012 12:06 pm - Brad Whitlock

- Status changed from New to Pending