
Subject: Shade_surf : HELP

Posted by [mpewth](#) on Mon, 14 Feb 1994 10:44:32 GMT

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I am currently using PV-WAVE CL v3.1. And I have a 2-D array of 181 by 81(intervals between grid pts are 10m), with the values in this array ranging from -1m to about 7m.

When I use shade_surf to view the surface, the routine transforms the data coordinates to normalized coordinates and display it(the 900m x 400m x 8m vol is squeezed into a 1x1x1 cube), which makes the display out of propotion.

I have tried to set !x.s, !y.s and !z.s but seems that every time I call shade_surf, the routine reset these 3 values, I have also tried using 3td, but shade_surf will only work with 3td only if the transformed data is placed with the z-axis vertically on the screen.(I need a 3d output)
Can anybody help me??

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