Subject: plot (x,y,z) triplets as a surface?
Posted by noymer on Tue, 02 Nov 1999 08:00:00 GMT
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Dear comp.lang.idl-pvwave,

I have some surface data that are generated by a computer
simulation I wrote. The simulation itself is not written in IDL,
it's an external program that produces an ASCII data set. Before
switching to IDL, I used a plotting program that required the surface
data to be z only, with x and y determined by column and row.

As far as I can tell, this is also IDL's preferred way to read
surface data. Obviously, it is a more economical way to store surface
data. However, economy aside, for many reasons I would prefer to
have my simulation output (x,y,z) triplets. The x,y values ARE evenly
spaced but I would STILL like to output the data as triplets. Call
me stubborn.

Is there any way to read (x,y,z) triplets into IDL and make a
surface? Sorry if this is a terrible newbie question.

  TIA,
    Andrew
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