
Subject: Re: plot (x,y,z) triplets as a surface?
Posted by [davidf](#) on Wed, 03 Nov 1999 08:00:00 GMT
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Andrew (noymer@my-deja.com) writes:

- > 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.

I've been meaning to write an article about gridding data for a SURFACE plot for about 5 years now. This question finally pushed me over the edge. You can find it here:

http://www.dfanning.com/tips/grid_surface.html

Cheers,

David

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David Fanning, Ph.D.
Fanning Software Consulting
Phone: 970-221-0438 E-Mail: davidf@dfanning.com
Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
Toll-Free IDL Book Orders: 1-888-461-0155
