Subject: Re: Image plot on back wall
Posted by raouldukey on Fri, 19 Nov 1999 08:00:00 GMT
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Wow! Thanks for taking the time to help. I looked at your
"simple" program, and it was impressive. I will try to
work through it and try to learn something about object
graphics, because at this point, they are simply magic
to me.

>
> ftp://ftp.dfanning.com/pub/dfanning/outgoing/misc/example_su rface.pro
>

As for my efforts here, I continued to work with trying to
modify the show3.pro routine, because the output is exactly
what I am looking for, if I can only get control of it.
The coordinate transformations don't seem to be well-documented,
and the IDL manuals aren't that helpful (IMHO).

I was finally able to work out how to project the image to
the front face of the cube. I wasn't able to automatically
work out the coordinates of the back face, so I had to manually
tweak it into position. This isn't too bad, because the coordinates
will always be the same for a given x and z axis rotation.

Ok...so you would think my life is now perfect and that I would
be satisfied? Not So! It turns out that this method works fine
if I use the surface procedure to redraw the surface in front
of the image using the /noerase keyword. However, the shade_surf
procedure doesn't seem to accept the /noerase keyword (well...it
accepts it, but just chooses to ignore it ;)) so it erases
the screen and redraws the surface. Therefore it erases the
image I worked so hard to place correctly!   *sigh* Of course,
the shade_surf doesn't seem to be a normal procedure that I
can attempt to modify so that it behaves more like its brother
surface.

At this point, I am again stumped. I know that the output
would look excellent if I could just get it to work. Unless
there is a way to get shade_surf to recognize /noerase, I
think I have no choice but to switch to object graphics via
your example. Thanks for the help, and for giving me a place
to whine about my IDL difficulties!

Raoul

PS   To all - Sorry about the double post yesterday....
     strange mixup!

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