Subject: Re: lego tiled image (how to make?)
Posted by Ben Tupper on Wed, 22 Nov 2000 08:00:00 GMT
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Hello,

What you describe sounds very much like what I do with Liam Gumley's IMDISP procedure. You may control all of the behaviors you now control with the SHADE_SURF commands. Soemthing like the following:

IMDISP, merged, Out_Pos = Pos
(if you need to check for NANs then switch in BYTSCL(merged,/NAN) for merged above)

PLOT, lonbins,latbins, Position = Pos, /NoErase

You might need to fiddle with the plot command keywords to get the axes to fit you data range.

Look for Liam's procedure at http://cimss.ssec.wisc.edu/~gumley

Ben

"R.G.S." wrote:

> Greetings all,
> I have an satellite data image and I would like to plot it
> as a color image composed of small uniform shaded rectangles.
> i.e. sort of like IDL> tv,rebin(image,/sample)
>
> This data does need the axis that a surface (or plot) command will give.
> So the rebin will not work in general, (or I supoose I could calculate
> the size of the output image, then create the axis appropriate for that)
> Also, I will want to plot this as a polar plot in the future, and the rebin
> function will nto work for that.
>
> What I (currently) do to plot this data is (surface; rotated to bird's eye
> view):
>
> shade_surf, merged,lonbins,latbins,shade = bytscl(merged,/nan),$
> ax=90,az=0,ztickname = strarr(10)+' ',zticklen = 0.0001,/noerase
>
> What I really want is to create a surface like
> surface,image,/lego
> and do the above shadesurf command.
>

> What is the best way to create such a figure?
> Should I write the code to draw and shade each polygon for each sample
> (ugh slow!), or is there already a way to do such a thing?
>
> Cheers,
> bob
> stockwell at co-ra.com

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