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Subject: Re: Cartesian IDLgrSurface of [theta,phi] data to a sphere??

Posted by [tbowers0](#) on Fri, 10 Aug 2001 21:33:52 GMT

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david@dfanning.com (David Fanning) wrote in message  
news:<MPG.15ddaa84739ac966989e61@news.frii.com>...

>  
> I'm not sure I totally understand this problem, but  
> wouldn't it be easier (and help with the mapping)  
> if you put the data on the sphere as a texture map?  
> That way you could use the Texture\_Coord keyword to  
> position the data anywhere you like.  
>  
> Cheers,  
>  
> David

Thanks David. I've never done this and did think about it, but I was hoping to be able to retain the 'awareness' of my data so that i could possibly add code that would allow me to say, mouse over a grid point and the value would popup. I can get teh data \*on\* the spherical grid ok (see eg code from last post), I'm just not getting the idea of how to get it to orient correctly. I've spent literally hours rotating and transforming, but no go. I'm missing something and thought maybe someone had some advice on it. My next option is to texture map which is new to me so probably another can o' worms to get it mapped correctly. Many, many thanks for your advice and time.

todd

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