
Subject: Re: TV and T3D?

Posted by [rettmannd](#) on Sat, 17 Nov 2001 04:45:55 GMT

[View Forum Message](#) <> [Reply to Message](#)

David Fanning <david@dfanning.com> wrote in message
news:<MPG.165e2b5e31a3b28e98977d@news.frii.com>...

> Dan Rettmann (rettmannd@hotmail.com) writes:

>

>> I was trying to figure out how to make the T3D keyword work for TV.

>> The IDL help seems to suggest that I should be able to use it in a

>> similar manner to using it with PLOT (which I can get to work).

>

> I think the people who wrote the documentation were using

> the cut and paste method of document development, although

> certainly the TV command *accepts* a T3D keyword. It just

> doesn't do anything useful with it.

>

>> Does

>> anyone know why the following code snippet won't work for the TV

>> command? What am I forgetting?

>

> You are going to have to warp the image into

> the 3D space yourself with Polywarp and Poly_2D.

> You can see an example of how this is done in

> the Show3 routine in the IDL library.

>

> Or, you could easily do this in object graphics

> by adding an image object to a polygon object

> as a texture map. Otherwise, an image doesn't

> rotate in object graphics either.

>

> Cheers,

>

> David

Thanks, It's good to know that I'm not completely loosing my mind.

I've used POLY_2D but was hoping that TV,/T3D might be faster...

Guess not. And unfortunately obj graphics are pretty much out of the question right now since they haven't implemented the equiv of pixmaps for obj graphics... (A not so subtle hint to RSI!!!)

Thanks Again!

Dan
