

---

Subject: Re: plotting on a sphere

Posted by [Mark Hadfield](#) on Mon, 08 Jul 2002 21:32:49 GMT

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

---

"Chris O'Dell" <odell@cmb.physics.wisc.edu> wrote in message  
news:3D29BB6F.10405@cmb.physics.wisc.edu...

> Thanks to Mark and Dick Jackson! You both effectively gave me the  
> same answer, and i used it and it works. Of course now i am  
> required to learn object graphics somewhat -- like how do I get a  
> title and a color bar on the "XOBJVIEW" screen?

To display more than one graphics atom in XOBJVIEW, you can collect  
the references to those atoms in an array & pass that to XOBJVIEW.

For the title you can use an IDLgrText object. For the colour bar you  
can use an IDLgrColorbar (though I've always found the IDLgrColorbar's  
facilities for positioning rather clumsy).

Another tip: XOBJVIEW does not destroy the objects passed to it, so  
you have to do that yourself (\*after\* the XOBJVIEW application has  
been closed). In an interactive session you may have lost the object  
references so you can use HEAP\_GC.

But XOBJVIEW is rather limited and not extensible. If you want to go  
further with object graphics I suggest you do one or both of two  
things:

- Check out David Fanning's WWW site at <http://www.dfanning.com/> and  
look at his object graphics programs. FSC\_SURFACE is a good place to  
start.
- If you have IDL 5.5, download my Motley library from  
<ftp://ftp.niwa.cri.nz/incoming/m.hadfield/>, copy all the files to a  
directory on your IDL path, run the setup routine MGH\_MOTLEY, then  
run and look at some of the example routines like  
MGH\_EXAMPLE\_SURFACE.

--

Mark Hadfield            "Ka puwaha te tai nei, Hoea tatou"  
m.hadfield@niwa.co.nz  
National Institute for Water and Atmospheric Research (NIWA)

---