
Subject: Re: Newbie-Alert: Plotting 3D data in IDL
Posted by [Stephan Eickschen](#) on Mon, 26 May 2003 14:09:36 GMT
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Thanks David - I managed to get slice working ;-)

>> I am sure that this is an old topic, easily to solve problem but I hope that
>> you are lenient towards me...
> Are you kidding me!? We are *brutal* to newbies!
I was afraid of that...

>> I have a 3D data set. I managed to get it read by IDL. Now I would like to
>> plot the data as three orthogonal slices, each plane parallel to one of the
>> axis. I was not able to get slicer3 working properly.

>
>
> Humm. This would definitely be the preferred solution.
> Are you sure you are calling it correctly? It requires
> a pointer to the data:

>
> IDL> ptr = Ptr_Free(data)
> IDL> Slicer3, ptr
[2nd n^Hmail:]
> See, one of our strategies is to completely lead newbies
> astray. Uh, try this:
>
> IDL> ptr = Ptr_New(data)
g -- I thought about that...

(snip)

> If you *have* to use SLICE (and I don't recommend that ancient
> program, either), then download PSCONFIG and do a global
> search and replace on PS_FORM:

Well - I succeeded in getting it to work - nicely done!

> If you use SLICE, be sure to set DEVICE, DECOMPOSED=0. I think
> that program was written 25 years before 24-bit colors were a
> reality.

---- snip: slice.pro ----

> ; for later processing. The program works on 8-bit, 16-bit, and
> ; 24-bit displays.

(...)

> ; 23 April 1997. Added support for 24-bit color displays. DWF

---- snap: *g* ----

Stephan

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