
Subject: Re: Newbie-Alert: Plotting 3D data in IDL
Posted by [David Fanning](#) on Fri, 23 May 2003 14:36:20 GMT
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Stephan Eickschen (eicksch@gfz-potsdam.de) writes:

> 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 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
```

> Additionally, I prefer
> a non-interactive approach. I googled a while and found some pointers to
> slice.pro by David Fanning. I grabbed it from the net, but I couldn't find
> ps_form anywhere - not even on Davids web page...

Oh, don't even remind me of PS_FORM. :-(

Let this be a lesson to you as you become more proficient
in IDL. Don't **ever** publish your first widget program. You
will regret it all your life.

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:

<http://www.dfanning.com/programs/psconfig.zip>

> So my question(s):
> - is there an (easy?) step-by-step guide to do the task
> - can I find all files needed for slice with IDL_5.5 somewhere?

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.

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

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