
Subject: Making a simple object surface display
Posted by [MKatz843](#) on Tue, 30 Mar 2004 19:00:11 GMT
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Does anyone have a fairly simple, standalone, interactive surface viewer widget they'd be willin to share? I don't need all of the fancy on-screen options like iTools, just a procedure like this

```
show_me_the_surface, data, group_leader=group_leader
```

where data is a 2d array representing z heights.

I just spent the last hour working with iSurface and then IDL's demo program `d_surfview.pro` trying to make a very very simple, interactive surface viewer. While these programs are powerful, they don't really fit the bill for me.

Once I cut out 3/4 of the extra widgets, buttons, and event-handling routines, from `d_surfview`, I had made it substantially closer to what I'm after, but it's still a hack.

I don't need to have the ability to change color tables, set min/max values, change to wireframe, . . . any of that. I just want to put up a surface in an object window, in a top level widget, with readable axes at the edges, and be able to rotate it with something like IDL's `Rotator` class, like trackball. (By the way, is IDL's `Rotator` undocumented?)

Thanks,

M. Katz
