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 IDLexRotator class, like trackball. (By the way, is IDLexRotator undocumented?)

Thanks,

M. Katz