

---

Subject: Re: Making a simple object surface display  
Posted by [Paul Sorenson](#) on Thu, 01 Apr 2004 00:40:26 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Hi M. Katz,

Perhaps you could do something like this:

```
IDL> oSurface = obj_new('IDLgrSurface', dist(30), style=2, color=[255,0,0])
IDL> oAxis0 = obj_new('IDLgrAxis', 0)
IDL> oAxis1 = obj_new('IDLgrAxis', 1)
IDL> oAxis2 = obj_new('IDLgrAxis', 2, location=[0,1])
IDL> oWindow = obj_new('IDLgrWindow', dimensions=[400,400])
IDL> oView = obj_new('IDLexObjView', [oAxis0, oAxis1, oAxis2, oSurface])
IDL> oView->Normalize, oWindow, /adjust_axes
IDL> xobjview, oView, xsize=400, ysize=400
```

The ability of xobjview to draw IDLexObjView objects is undocumented. The oView->Normalize, /adjust\_axes is undocumented too.

"Why, Reginald, you have little hidden corners!"-Paul Giamatti in the movie "Duets"

There is a diagram of some of the IDLex classes at [www.paulsorenson.com](http://www.paulsorenson.com) under the link "XOBJVIEW: Under the Hood" .

-Paul Sorenson

"M. Katz" <MKatz843@onebox.com> wrote in message  
news:4a097d6a.0403301100.3feec1f8@posting.google.com...  
> 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

---