
Subject: Re: Weird error with SURFACE and log axes.
Posted by [Kenneth P. Bowman](#) on Fri, 09 Apr 2004 01:29:58 GMT
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In article <c542a1\$a3c\$1@news.nems.noaa.gov>,
Paul Van Delst <paul.vandelst@noaa.gov> wrote:

> Hello,
>
> This is what I get when I use SHADE_SURF instead of SURFACE:
>
> http://cimss.ssec.wisc.edu/~paulv/tmp/logarithmic_shade_surf.gif
>
> Pretty crappy looking. Going back to the wire mesh, if I rotate around the Z axis by 50
> degrees I get the following:
>
> http://cimss.ssec.wisc.edu/~paulv/tmp/logarithmic_az50.gif
>
> Yuck. IDL apparently cannot handle logarithmic axes for its surfacing procedures at all.
>
> Would this be considered a bug in the hidden-line removal algorithm, or an oversight?
>
> paulv
>

I'd call it a bug. But what do I know? :-)

Ken
