Subject: Re: Weird error with SURFACE and log axes. Posted by Kenneth P. Bowman on Fri, 09 Apr 2004 01:29:58 GMT View Forum Message <> Reply to Message

In article <c542al\$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
```