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Subject: Re: Displaying a grid

Posted by [David Fanning](#) on Wed, 23 Jun 2004 13:13:04 GMT

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July writes:

> I'm looking for a possibility to display a grid. I have an array, with  
> coordinates ((z),x,y / float). it's an elastic deformed grid, that's  
> why I use float-values. the z-values are all the same (0.0).  
>  
> I've written a procedure, that uses the surface-method (top view). now  
> I've the problem, that the grid displays only some lines correct, some  
> are missing or look dashed. only if I set az (in surface) to an angle  
> like 15.0 all lines are drawn. but I don't need a rotated view!!! what  
> can I do???

Well, I wouldn't use the SURFACE command, for starters. :-)

SURFACE is not really a 3D routine. It's more of a 2.5D routine. The Z-axis must *\*always\** be vertical in any rotation of the SURFACE command. This is probably why your lines are distorted in the views you are choosing.

I'd do this in object graphics, which is really 3D. Then you could get a nice flat plane to display your surface on.

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

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