Subject: Map grid in object graphics
Posted by Haje Korth on Mon, 28 Jun 2004 20:34:04 GMT
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Hi,
yes, it's me again and I ran into this problem... :-) Ok, I did this fancy map projection program in direct graphics, but the nicely warped image lies completely in the shadow of the ugly fonts available in direct graphics (if you know what I mean). So, I tried to do this in object graphics, and actually the map image itself looks fine. But this is only because the IDL image processing guide had the appropriate example in it. Now, I am trying to overlay the map grid on the object, and I am ready to throw my laptop across the hallway. But before I do that I want to ask, if someone can help me instead. The relevant code is shown below and I assume that all I have to add is an idlgrcontour object. Or do I have to use idlgrpolygon instead. I would appreciate a simple example. You could save a laptop's life! :-)))

Thanks and Cheers,
Haje

```
; create mesh
   mesh_obj,4,vertices,polygons,replicate(1,xdim,ydim),p1=-180, p2=180,/degree

; creating a model object to contain the display.
  omodel=obj_new('idlgrmodel')

; creating image
  oimage=obj_new('idlgrimage',wmap)

; deriving texture map coordinates.
  xvector=findgen(xdim)/(float(xdim)-1)
  yvector=findgen(ydim)/(float(ydim)-1)
  texture_coord=fltarr(2,xdim,ydim)
  texture_coord[0,*,*]=xvector#replicate(1.,ydim)
  texture_coord[1,*,*]=replicate(1.,xdim)#yvector

; creating the polygon object containing the data.
  opolygons=obj_new('idlgrpolygon',shading=0, $
    data=vertices,polygons=polygons, $
    color=[255,255,255], $
    texture_coord=texture_coord, $
    texture_map=oimage,/texture_interp)

; adding polygon to model container. note: the polygon
; object already contains the texture map image and its
; related palette.
  omodel->add,opolygons
```

```
; rotating model
  omodel->rotate,[0,0,1],-90

; displaying results.
  xobjview,omodel,xsize=600,ysize=600,/block

; cleaning up object references.
  obj_destroy,[omodel,oimage]
```

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