Subject: Re: how to draw three-dimension graph using IDL
Posted by Dick Jackson on Tue, 19 Apr 2005 19:23:27 GMT
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... or for even more fun, as your last command, use this:

iSurface, sin(xx)*sin(yy),xx,yy

or

iSurface, sin(xx)*sin(yy),xx,yy, /Isotropic
(for isotropic or equally-scaled X, Y and Z axes)

Cheers,
--
-Dick

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"Paolo Grigis" <pgrigis@astro.phys.ethz.ch> wrote in message
news:42651ae7$1@news1.ethz.ch...
> for a surface, you could try:
>
> x=4*!pi*findgen(101)/100
> y=4*!pi*findgen(101)/100
>
> xx=rebin(x,n_elements(x),n_elements(y))
> yy=rebin(transpose(y),n_elements(x),n_elements(y))
>
> shade_surf,sin(xx)*sin(yy),xx,yy
>
> --Paolo
>
> lixiaoyao wrote:
>> hello all
>> for example,how to draw z=sin(x)*sin(y)
>> also,if you have a three column file,and how draw three dimension
>> graph from the data.
>> Thanks a lot
>>