Subject: ISurface issues
Posted by K. Bowman on Fri, 17 Jun 2005 16:37:46 GMT

Not having time to write a 3-D viewer myself, I have been using ISurface to view some surface data. I have successfully texture-mapped data onto the surface and added a second, semi-transparent surface.

Now to my questions and problems. This is IDL 6.1 on OS X 10.4.1.

1. I would like to add a title within the plot window, not just in the title bar of the window. Clicking on the text annotation tool gets me a text-insert cursor, but typing produces no text. (The straight line tool does not work, but the other drawing tools do.) In any case, I would prefer to add text programmatically, not interactively. (Text that does not rotate with the 3-D model.) Is there a simple way to do that?

2. When I print, the graphic appears with a green background, not white as on the screen. The surface itself is draw in solid black, and the texture map is about half the size of the surface. That is, the texture map no longer lines up with the surface. This is printing to an HP Color LaserJet PS. Any advice?

The graphic is also not scaled to the page. Is there some implicit dpi conversion going on?

3. Is there any way to capture the window in a bitmap (e.g., TVRD)? Preferably programmatically.

Sorry for the elementary questions. I don't find the docs to be very helpful.

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