
Subject: Re: Postscript Component Selection

Posted by [Mark Hadfield](#) on Tue, 13 Sep 2005 05:06:04 GMT

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IDLmastertobe wrote:

> Thank you Dr.Fanning and Mike. It was really helpful and I think I can
> select the components now. But as Mike pointed out, the image in my 3D
> postscript file is a piece of white plane. It has no color. Is there any
> way I can fix it? Thanks.
>

I'm afraid not. When IDL renders object graphics scenes (like the thunderstorm visualisation) to vector formats like Postscript, there are several limitations. One is that images laid on top of surfaces or polygons with the "texture map" feature are not shown. For further info see the following sections in the IDL manual:

Displaying, Copying and Printing Objects:
Bitmap and Vector Graphic Output

Mapping an Image onto Geometry

(I'm looking at these via the IDL 6.2 Help system. I'm not sure where to find them in the printed manuals.)

It is possible to create coloured planes that resemble the one in the thunderstorm visualisation by setting the VERT_COLORS property of the ILgrPolygon or IDLgrSurface object that defines the plane.

It is possible to get high-quality output of object graphics scenes in bitmap format. The bitmap file can then be edited in a graphics package, but you won't be able to select and manipulate lines, axes, etc because in bitmap format they're just a bunch of coloured pixels.

But what exactly is it that you're trying to achieve?

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