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Subject: Re: Help plotting a 3D Caroid...

Posted by [David Fanning](#) on Wed, 15 Feb 2006 17:34:53 GMT

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Steve writes:

- > Additionally, the surface plot just doesn't have a nice look - is there
- > anything a bit nicer I could do, along the lines of xplot3D, but be
- > able to do it in a pre-specified window (I'm going to be having the
- > result plot in a GUI)? Best would be to have the surface shaded and
- > with the color set to correspond with the magnitude of each point.
- >
- > I guess what I'm looking for is a little guidance on how to get this to
- > look a bit nicer, and what's causing the hole when I use surface...

Hard to say what is happening to SURFACE. I note that rotating the surface slightly gets around the problem:

```
surface, z, x, y, az=45
```

This is probably an artifact from the fact that it is really a 2.5D representation of a surface. But, it looks like a bug, for sure.

XPlot3D uses an object graphics surface (IDgrSurface), rather than a direct graphics surface. This is a true 3D surface, so I am not surprised this works correctly. You can put an object graphics surface into an object graphics window, but the whole process is quite a bit more trouble than it is with direct graphics. :-)

If this is something you want to pursue, I'd recommend getting ahold of Ronn Kling's book, Power Graphics in IDL. The chances of learning to use object graphics from the IDL documentation is slim and none, I believe, unless you have some graphics experience from somewhere else.

Cheers,

David

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

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