Subject: Re: Question About Scatter Surface Pro (www.dfanning.com)
Posted by David Fanning on Wed, 17 May 2006 16:30:34 GMT
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j.vanknippenberg writes:

> I want to use this program to view roughly 100 regularly spaced points,
> and their properties. The problem I seem to have is that the ORBS are
> not spherical, but instead kind of ellipsoid. This is because the data
> ranges for X, Y and Z are not comparable? What I mean is that the
> xrange goes from 0-100, while the zrange from 0-0.01 for example. Any
> idea on how to fix this? (Im relatively new to IDL ;))

Alas, the problem is in the RSI (Whoops! Excuse me, ITTVIS)
supplied orb object. It uses a single number for the radius
of the orb, and you want to construct the orb using three
different radii in the proper relation to one another.

I haven't looked at the ORB code in a long while, so I
don't know how difficult this would be to do, but remembering
the equation for an ellipsoid, I wouldn't think too difficult.
You are not the only person to wish for this, however, so
if you figure it out and publish it here (with decent examples
of how to get a sphere under difficult conditions), there is
a good chance you can become famous. :-)

Cheers,

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