
Subject: Re: Is it possible to use wire mesh and display the surface as a solid at the same time?

Posted by [yy](#) on Thu, 12 Oct 2006 18:59:57 GMT

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I tried the second way you suggested. It works pretty well! Thank you!

Jingyi

David Fanning wrote:

> yy writes:

>

>> I'm trying to use IDLgrSurface to map a colored image onto an
>> elevation data set. I want to show both the wire mesh such that
>> I can see the curvature of the surface and the solid image data.
>> In other words, I want to use both the image when STYLE=1
>> and the image when STYLE=2 as TEXTURE_MAP. But an
>> IDLgrSurface object cannot have two STYLE properties. How
>> can I realize that?

>

> Just as a quick test, I took TEXTURE_SURFACE from my
> web page, and added another surface to the model (I
> called it thatSurface). I performed the same scaling
> to thatSurface that I did to thisSurface. I also set
> the keyword DEPTH_TEST_DISABLE on the model, and I
> added thatSurface to the model AFTER thisSurface.

>

> It worked great, although the grid was a little too fine to
> see the texture very well. Another way I could have done
> this would be to combine a texture image and "grid" image
> with some kind of image blending (see IMAGE_BLEND on my
> web page). Then use this blended image as the texture
> map of the surface. This would allow me to "dial in" the
> grid, as I needed.

>

> Cheers,

>

> David

>

> --

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

> Sepore ma de ni thui. ("Perhaps thou speakest truth.")