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

Posted by [David Fanning](#) on Thu, 12 Oct 2006 01:03:09 GMT

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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.")
