
Subject: Re: surface vs. shade_surf

Posted by [Christopher Thom](#) on Tue, 24 Apr 2007 03:45:26 GMT

[View Forum Message](#) <> [Reply to Message](#)

Quoth David Fanning:

> paulartcoelho@gmail.com writes:

>

>>

>> i'm having problems to compile fsc_surface (messages below). am i

>> missing something? (i never run any object graphics routine before)

>

> Oh, dear. Try this:

>

> http://www.dfanning.com/programs/fsc_surface.zip

>

> I sent you off for just one program, and you need several. Sorry.

I tried the example you suggested...and was very impressed with the cool interactive twiddling of the surface. For a second I actually caught myself thinking "maybe I should give up this direct graphics stuff and check out these object thingies".

And then I had a reality check -- I reckon there's enough insanity getting my code to display the same on X and postscript...:-)

cheers

chris
