
Subject: Re: 3d displaying with x=longitude, y=latitude, z=altitude, but not yet working (T_T)

Posted by [David Fanning](#) on Wed, 02 May 2007 22:17:55 GMT

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DirtyHarry writes:

> David, What I want to do is to display altitude in 3d:

>

> x = lon

> y = lat

> z = alt

>

> and if it is possible, I want to present this on the Korean map...

>

> I found the scatter3D routine in your website, and tried to do this

> with it, but still not working. Please give me some suggestions.

Well, the code is "working" in the sense that it more or less does what code like that is suppose to do: illustrate a technique. You don't see the largest line, since it is being drawn in the same color as the background color. :-(

What I would do is set up a 3D transformation, using something like SCALE3D. Then use MAP_SET with the /T3D keyword set to draw your map in the XY plane. Then just use the PLOTS portion of this code (with better colors) to draw your height lines.

Should work great. :-)

Cheers,

David

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

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