Subject: Artifactual Wall with ISURFACE

Posted by PeterOut on Wed, 09 May 2007 22:52:10 GMT

I am using IDL 6.2 on Windows XP 5.1 (Service Pack 2).

I try to render a depth cue map image (consisting of pixels with
different gray values) using

iview,imagedata

where imagedata is a 2D array of gray (or z-axis) values. The result
looks OK except there is a (pixel wide) wall along x=0. If I adjust
the range so x is in the [1,Width] range, the wall moves to x=1.
Regardless of what I set the x range to be, I cannot get rid of this
wall. It is not in the data for x=0 but looks it has some sort of
contour that may be the profile at x=Width-1 (where the heights are
supposed to be higher than those at x=0).

I would be most grateful if someone could tell me how to get rid of
this wall.

Many thanks in advance,
Peter.