
Subject: Re: Spherical surface plot
Posted by [Mrunmayee](#) on Sun, 03 May 2009 17:44:08 GMT
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On May 3, 7:00 pm, David Fanning <n...@dfanning.com> wrote:

> Mrunmayee writes:
>> Oh man... I have never ventured into objects in IDL. Not much idea
>> about 2.5D and 3D rendering. So, when you use OBJ_NEW("IDLGrSurface"),
>> it uses 3D rendering?
>
>> But as to what is happening here. See if doing following shines any
>> new light.
>
> Well, it probably confirms that the surface algorithm
> used in the direct graphics surface command was state
> of the art 30 years ago. Personally, I don't think it
> was designed to display the kind of surface you appear
> determined to display. Time to learn about object
> graphics, I'd say. :-)
>
> Cheers,
>
> David
>
> P.S. Have you tried the iSurface tool? No one will be
> able to help you program the darn thing, but maybe it
> will do your display correctly.
>
> --
> David Fanning, Ph.D.
> Fanning Software Consulting, Inc.
> Coyote's Guide to IDL Programming:<http://www.dfanning.com/>
> Sepore ma de ni thui. ("Perhaps thou speakest truth.")

If I am not beating the dead horse here, what *kind* of surface am I trying to display? I thought I was trying to do a straight forward surface plot!

Actually, I haven't tried to iSurface, forgot about it. I don't like to use it, because it invariably crashes my x-server. Nonetheless, I will see what it does.
