
Subject: Re: Spherical surface plot

Posted by [David Fanning](#) on Sun, 03 May 2009 14:00:54 GMT

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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.

--

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

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