## Subject: 3D data to IDLgrImage
Posted by weclifton on Tue, 22 Sep 2009 17:17:58 GMT

Hi,

There must be a simple answer, but I have several sets of 3D data
which I want to represent as 2D XY IDLgrImage objects with the Z
values represented by color. I also want to be able to adjust the
alpha channel of each image object, translate them, etc. I know I need
to use a model for each data set -- I've done so representing the data
as IDLgrPolylines, but was hoping to be able to speed up the display
by using a 2D versus 3D representation. I used David Fanning's
select_objects.pro as a starting point, but can't figure out an
efficient way to convert the 3D data to 2D image object. I tried
drawing the polyline to a buffer object and then read the buffer --
which gives me an IDLgrImage, but output image object is completely
white.

Thanks,
Bill