Subject: isurface madness?
Posted by penteado on Thu, 22 Apr 2010 15:02:49 GMT
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I was doing something very simple, a cube in 3D, from its 6 surfaces, where I wanted to map a different texture on each side. For the coordinates of each surface, I made a 2D array, to provide isurface with 2D x, y and z coordinates. All went well for the two constant z surfaces.

But for the other surfaces, either isurface is mad, or I am, as it seems to ignore the x coordinates I provide. I checked that the coordinates were generated correctly, plotting their locations, and they were fine, and iplot puts them on the right place.

This shows the problem:

```
;make a square in the x=0 plane
np=10
x=bytarr(np,np)
y=rebin(bindgen(np),np,np)*2
z=rebin(reform(bindgen(np),1,np),np,np)*3
;see where the points fall
 iplot,reform(x,np*np),reform(y,np*np),reform(z,np*np),xtitle ='x',ytitle='y',ztitle='z' ;OK
isurface,z,x,y,/over ;???
```

The plot lines and the surface were supposed to fall on the same location.

Note that iplot takes arguments in the order x,y,z, and isurface takes them as z,x,y. As you can see from the values in the x axis, it is ignoring the provided x (all zero), and is taking the index as the coordinate.

Does anybody know what is going on here, and how to get this to work?