
Subject: Re: Plotting spherical slice surfaces

Posted by [Mrunmayee](#) on Fri, 07 May 2010 06:57:25 GMT

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Thanks, that works nicely. Of course, if I use just surface instead of isurface, it looks nothing like object graphics. And iTool usually crashes on my machine. I can maybe use it once per login session! But thanks anyway. I saved the itool state and exported it as an image, so I am set decently.

On Apr 30, 5:39 pm, pp <pp.pente...@gmail.com> wrote:

> I think what you are looking for is something like:

>

> n = 100L

> rmin = 461.78d0

> rmax = 1061.38d0

> lambdamin = -50.d0 * !dpi/180d0

> lambdamax = 50.d0 * !dpi/180d0

> etamin = -34.d0 * !dpi/180d0

> etamax = 35.d0 * !dpi/180d0

>

> dr = rmax - rmin

> dlambd = lambdamax - lambdamin

> deta = etamax - etamin

>

> r = DINDGEN(n)/(n-1d0) * dr + rmin

> lambda = DINDGEN(n)/(n-1d0) * dlambd + lambdamin

> eta = DINDGEN(n)/(n-1d0) * deta + etamin

>

> ;Constant eta surfaces

> z0=r#sin(lambda) & z1=z0

> x0=r#cos(lambda)*cos(etamin) & x1=r#cos(lambda)*cos(etamax)

> y0=r#cos(lambda)*sin(etamin) & y1=r#cos(lambda)*sin(etamax)

> ;Constant r surfaces

> z2=rebin(rmin*sin(lambda),n,n) & z3=rebin(rmax*sin(lambda),n,n)

> x2=rmin*cos(lambda)#cos(eta) & x3=rmax*cos(lambda)#cos(eta)

> y2=rmin*cos(lambda)#sin(eta) & y3=rmax*cos(lambda)#sin(eta)

> ;Constant lambda surfaces

> z4=rebin(r*sin(lambdamin),n,n) & z5=rebin(r*sin(lambdamax),n,n)

> x4=(r*cos(lambdamin))#cos(eta) & x5=(r*cos(lambdamax))#cos(eta)

> y4=(r*cos(lambdamin))#sin(eta) & y5=(r*cos(lambdamax))#sin(eta)

>

> isurface,z0,x0,y0,/scale_isotropic

> isurface,z1,x1,y1,/over

> isurface,z2,x2,y2,/over

> isurface,z3,x3,y3,/over

> isurface,z4,x4,y4,/over

> isurface,z5,x5,y5,/over
