Subject: Re: Some questions on casurf and casurface Posted by penteado on Thu, 21 Jul 2011 02:16:57 GMT

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That is very helpful. Thanks.

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On Jul 20, 11:00 pm, David Fanning <n...@dfanning.com> wrote:
> David Fanning writes:
>>> I have been trying to make shaded surfaces with CG, and encountered a
>>> few difficulties, which perhaps have obvious solutions for those who
>>> can find their way around the CG routines:
>>> I tried to follow the examples with
>
>>> data=dist(200)
>>> loadct,33
>>> cgwindow,'cgsurf',data,/shaded
>>> cgcontrol,create_ps='cgtest.ps'
>>> Which results in a file with a red background. The same if using the
>>> menu in the window.
>> Yes, this is because shaded surfaces are really
>> images with axes overlayed on them. To get a white
>> background, you will have to do something like this:
>
>> data=dist(200)
>> loadct,33, ncolors=254
>> set shading, values=[0,254]
>> tvlct, 255, 255, 255, 255
>> cgwindow,'cgsurf',data,/shaded
>> cgcontrol,create_ps='cgtest.ps'
>
> I woke up at 4AM for some reason, so I decided to fix this
> problem before I jumped on the plane. The cgSurf program
> now produces correct PostScript output in the original
> way Paulo called the program. You can find the updated
> program here:
>
   http://www.idlcoyote.com/programs/cgsurf.pro
>
>
  Testing revealed a couple of problems with the Z-graphics
  buffer and other Coyote Graphics programs, which I also
> fixed.
>
   http://www.idlcoyote.com/programs/cgdefcharsize.pro
>
   http://www.idlcoyote.com/programs/cgquery.pro
>
>
```

- > Cheers,
- > David

- > David Fanning, Ph.D.
- > Fanning Software Consulting, Inc.
- Coyote's Guide to IDL Programming:http://www.dfanning.com/
 Sepore ma de ni thue. ("Perhaps thos speakest truth.")