
Subject: Re: Some questions on cgsurf and cgsurface
Posted by [penteado](#) on Thu, 21 Jul 2011 02:16:57 GMT
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That is very helpful. Thanks.

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.")
