Subject: Re: Some questions on cgsurf and cgsurface
Posted by David Fanning on Thu, 21 Jul 2011 02:00:09 GMT
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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

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Coyote's Guide to IDL Programming: http://www.dfanning.com/
Sepore ma de ni thue. ("Perhaps thos speakest truth.")