
Subject: Re: Some questions on cgsurf and cgsurface
Posted by [David Fanning](#) on Wed, 20 Jul 2011 20:13:36 GMT
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Paulo Penteado 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'
```

> Also, am I correct in thinking that all ps output is only bitmap? It
> is what it looked like from what I saw in the code.

A shaded surface is a bitmap, because what is returned
from SHADE_SURF is an image. Most other graphic output
is vectorized.

> Then I tried cgsurface:
>
> data=dist(200)
> loadct,33
> cgsurface,data,/shaded
>
> Which does make a much nicer looking ps file, which also matches what
> I see in the screen. But I could not find a way to programmatically
> make the file. And it also seems to only make bitmaps, at a fixed
> resolution.

Yes, there is no current way to create a PostScript file programmatically. And, to make things easy, the resolution is set to the window size. I am not sure if this can be vectorized, and I can't research it right now, as I am getting ready to leave Africa in a few hours.

I'm planning a report on the lion roaring outside my hut, just 15 feet from my unlock screened door, and the cheetah I saw in the wild! :-)

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.")
