Subject: Re: Some questions on casurf and casurface 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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Sepore ma de ni thue. ("Perhaps thos speakest truth.")