
Subject: Some questions on cgsurf and cgsurface
Posted by [penteado](#) on Tue, 19 Jul 2011 16:55:30 GMT
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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.

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.

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.
