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Subject: Re: Z-Buffer Prize Winners!

Posted by [sigut](#) on Thu, 13 Feb 1997 08:00:00 GMT

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In article <davidf-ya023080001202971148240001@news.frii.com>  
davidf@dfanning.com (David Fanning) writes:

> ... My only  
> problem with George is that he writes really ugly IDL code,  
> but I'm not going to hold that against him. :-)

Just so that David and everybody else doesn't think that the Swiss do not wash their necks or something, here is a nicer version of the code (the result is as ugly as before)

-----  
zmt = dist(21)/max(dist(21)) \* 1.3

zm1 = - zmt + 1.3

zm2 = fltarr(21,21) + .65

pos1 = [.1,.55,.9,.9] ; top picture

pos2 = [.1,.1,.9,.45] ; bottom picture

!z.range = [0,1.3]

!p.charsize = 2.25

dev = !D

set\_plot, 'Z'

device, set\_character\_size=[dev.x\_ch\_size,dev.y\_ch\_size]

ratio = float(!d.y\_size)/!d.x\_size

!P.BACKGROUND = !D.N\_COLORS - 1 ; to get white background

!x.style = 4 & !y.style = 4 & !z.style = 4

!p.position = pos1

shade\_surf, zmt, shades=bytsc1(zmt,TOP=!d.table\_size), az=20, /SAVE

shade\_surf, zm1, shades=zm1\*0B+!d.table\_size/3, /T3D, /NOERASE

shade\_surf, zm2, shades=zmt\*0B+!d.table\_size/4, /T3D, /NOERASE

tr1 = !p.t

!p.position = pos2

shade\_surf, zmt, shades=bytsc1(zmt,TOP=!d.table\_size), az=20, /SAVE, /NOERASE

shade\_surf, zm1, shades=zm1\*0B+!d.table\_size/3, /T3D, /NOERASE

shade\_surf, zm2, shades=zmt\*0B+!d.table\_size/4, /T3D, /NOERASE

tr2 = !p.t

a = tvrd()

```
set_plot, 'PS'  
  device, BITS=8, xsize=7, ysize=7*ratio, xoffset=1, yoffset=1, /inches  
  
tv,a  
  
!x.style = 0 & !y.style = 0 & !z.style = 0  
  
!p.position = pos1  
!p.t = tr1  
shade_surf, zmt, /T3D, /NOERASE, /NODATA, $  
  TITLE='Ritchey-Chretien Optimization', $  
  XTITLE='e!d1', YTITLE='e!d2', ZTITLE='Normalized Merit'  
  
!p.position = pos2  
!p.t = tr2  
shade_surf, zmt, /T3D, /NOERASE, /NODATA, $  
  TITLE='Ritchey-Chretien Optimization', $  
  XTITLE='e!d1', YTITLE='e!d2', ZTITLE='Normalized Merit'  
  
device, /close
```

```
set_plot, 'X'  
-----
```

...yes I know, there are no comments in the code. :-b

George

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