Subject: Re: Z-Buffer
Posted by J.D. Smith on Wed, 12 Feb 1997 08:00:00 GMT

G.M.Sigut wrote:
>

> The following might be a (beginning of a) solution:
>
> I took the example "as is", added some test data generation, made it
> work and then commented. I doubled the example to have two drawings
> under each other, which is (I presume) the goal. I did NOT try to
> make the whole thing look nice, but just made it work. The original
> text starts with an offset, practically all my additions start in

That solution did the trick! I modified it slightly however -- instead
of forcing the PS page to conform to the dimensions of the Z-buffer, I
set the resolution of the z-buffer to conform to the ratio of my output
page.

The key to the solution was, however, that, inside the z-buffer, my
plotting routine obeyed to !P.POSITION variable, since it used
shade_surf only. This is a fine solution to this problem (and I wish I
had thought of it), but it doesn't address the following larger issue:
suppose what you needed to put into postscript was *actually* generated
from some image command, and not a plotting command. For a specific
example, suppose you had a galaxy survey with three dimension (ra, dec,
and redshift) as an image, and you wanted to overlay axes. Getting the
axes registered to the image is difficult, it seems to me, because of
this dichotomy between plot and image positioning paradigms. But maybe
I'm just missing something obvious. Anyway, some food for thought.

Thanks for the help,

JD