Subject: Re: shading/outlining on surface plot
Posted by David Fanning on Fri, 18 Jan 2013 19:51:15 GMT
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Bob Plano writes:

> I suppose I could do something like this with a plots command, but I
> was thinking surface might save me the trouble of having to make
> arrays with all the corner points specified. Thanks, Chris. I read
> your paper on wavelets about once a week because I keep forgetting
> what little I know about them.

I don't think what you are doing is going to work. Here is something
like what you have in mind, I guess. But, the result is not particularly
pleasing to me, although the points on the surface ARE outlined!

```
;*****************************************************
peak = cgdemodata(2)
dims = Size(peak, /Dimensions)
markedData = Round(Randomu(-5L, 50) * (41*41))
cgLoadCT, 0, /Brewer, /Reverse
markedImage = BytScl(peak)

thisDevice = !D.Name
Set_Plot, 'Z'
Device, Set_Resolution=[dims[0]*5, dims[1]*5], Z_BUFFER=0
cgLoadCT, 0, /Brewer, /Reverse
cgImage, markedImage, XRANGE=[0,dims[0]], YRANGE=[0,dims[1]], NoErase=1
FOR j=0,N_Elements(markedData)-1 DO BEGIN
   m = markedData[j]
   xy = Array_Indices(dims, m, /DIMENSIONS)
   x = xy[0]
   y = xy[1]
   cgPlotS, [x, x, x+1, x+1, x], [y, y+1, y+1, y, y]
ENDFOR
markedImage = TVRD()
Set_Plot, thisDevice

cgSurface, peak, texture_image=markedimage
END
;*****************************************************
```

You can see the results here:

   http://www.idlcoyote.com/misc/marked_image_2.png

Cheers,

David

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Coyote's Guide to IDL Programming: http://www.idlcoyote.com/
Sepore ma de ni thue. ("Perhaps thou speakest truth.")