Subject: Re: shading/outlining on surface plot
Posted by David Fanning on Fri, 18 Jan 2013 17:25:46 GMT
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Bob Plano writes:

> I probably didn't pick a very good example of what I'm trying to do,
> in that the 'pixels' on the surface plot I want to outline are not
> necessarily contiguous. That is to say, out of a 64 by 64 surface,
> there might be a few dozen points that need to be highlighted or
> outlined, at (apparently) random locations. So, contours won't work,
> at least not in a straightforward way.
>
> I wonder if it's possible to do something like:
>
> shade_surf,z,x,y,shades=col, where most of the col array has values
> that are 'invisible'. I don't suppose there is such a thing...

Actually, something like this works pretty well:

```
peak = cgdemodata(2)
markedData = Round(Randomu(-5L, 50) * (41*41))
cgLoadCT, 0, /Brewer, /Reverse, NColors=254
markedColor = 'red'
TVLCT, cgColor('red', /Triple), 255
markedImage = BytScl(peak, top=254)
markedImage[markedData] = 255
cgSurface, peak, texture_image=markedimage
END
```

Here is the result:

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

You see one small problem with a very dark green pixels at the very top of the data range. I know what causes this and can fix it easily, if you think something like this works for you.

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.")