Subject: Re: Texture image on a 3d curve: cgsurface and xobjview problems Posted by David Fanning on Mon, 16 Sep 2013 18:06:15 GMT

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steve.daal@gmail.com writes:

> > Hi all,

>

- > I have a 2D array (mountain elevation) and an image (trees,rocks,...) corresponding ot it. I need to overlap the image on the elevation information, along with the axis information and the capability of moving it around by the mouse in 3D.
- > Cgsurface (coyote's magic) seems to work well, however, I can't do anything with the mouse, nor rotating the axes from within the code (strange why this is not allowed). I am running a IDL 7.1, XQuarts 7.2.4, and already tried few terminal command remidies with no success fixing the cursor issue.

Really!? This command certainly rotates around in my IDL 7 version!

cgSurface, cgDemoData(2), ZScale=0.5, Texture_Image=cgDemoData(7), \$ CTable=1, /Brewer, /Reverse, Title='2D Image as Texture'

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.")