
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 remedies 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.")
