
Subject: Re: Texture image on a 3d curve: cgsurface and xobjview problems

Posted by [Steve Daal](#) on Mon, 16 Sep 2013 18:20:13 GMT

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On Monday, September 16, 2013 1:06:15 PM UTC-5, David Fanning wrote:

> steve.daal@gmail.com writes:

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>> Hi all,

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>> 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.

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>> 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.

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

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> cgSurface, cgDemoData(2), ZScale=0.5, Texture_Image=cgDemoData(7), \$

>

> CTable=1, /Brewer, /Reverse, Title='2D Image as Texture'

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> Cheers,

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> David

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> --
>
> David Fanning, Ph.D.
>
> Fanning Software Consulting, Inc.
>
> Coyote's Guide to IDL Programming: <http://www.idlcoyote.com/>
>
> Sepore ma de ni thue. ("Perhaps thou speakest truth.")

Hmmmm, here's an update:

When I run the command line you sent from the terminal window, it works well. We I paste it into the idl interface and run from there, the mouse cursor does not work!
could it be something in the IDL preferences, strange....

Steve
