Subject: Re: Texture image on a 3d curve: cgsurface and xobjview problems
Posted by Steve Daal on Mon, 16 Sep 2013 18:31:33 GMT
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On Monday, September 16, 2013 1:20:13 PM UTC-5, steve...@gmail.com wrote:
> On Monday, September 16, 2013 1:06:15 PM UTC-5, David Fanning wrote:
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>> 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 remidies 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), $
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>>   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.
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>> Fanning Software Consulting, Inc.
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>> Coyote's Guide to IDL Programming: http://www.idlcoyote.com/
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>> Sepore ma de ni thue. ("Perhaps thou speakest truth.")
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> Hmmmm, here's an update:
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> 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!
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> could it be something in the IDL preferences, strange....
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> Steve

UPDATE:

Very strange, but I found the issue. I have a breakpoint after the cgsurface command. When I remove that, it works. I though IDL works on a line by line basis. Oh man, little confusing...

Steve