Subject: Re: Clipping shade_surf
Posted by David Fanning on Thu, 19 Dec 2013 16:51:03 GMT
View Forum Message <> Reply to Message

e.grono@live.ca writes:

> It doesn't take anything too complicated to demonstrate.
> z=dist(100)
> shade_surf,z,ax=90,az=0,xrange=[40,60],xstyle=1,clip=[40,0,6 0,100],noclip=0
> I just want to crop out what goes outside the axes.
>
> How it works with surface:
> surface,z,ax=90,az=0,xrange=[40,60],xstyle=1
> surface,z,ax=90,az=0,xrange=[40,60],xstyle=1,clip=[40,0,60,1 00],noclip=0
>
> I could just chop out the data I don't want from the array I'm plotting but the resolution of my data set is low enough that when I force the x and y ranges I want I end up with little bars of empty space where there is no data.

Yes. I doubt you are going to be able to do this.

I think you might be better off to do something like this:

```
cgplot, [1], xrange=[40,60], yrange=[0,100], /nodata
cgimage, z, xrange=[40,60], yrange=[0,100], /overplot, /scale
```

That seems to give you the same thing, but you don't have to worry about clipping the surface. If you wanted the shading to be Gouroud shading, you could recover the image from Shade_Surf (I would use cgSurf), and use that with cgImage, I suppose. The point is, cgImage will clip the 2D array for you, given the current range of the axes.

Cheers,

David
--
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.")