Subject: Re: contour plots on walls of a cube
Posted by T Bowers on Thu, 11 Nov 1999 08:00:00 GMT
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Sorry, this isn't the answer you want, but...

ANYTHING you want to do in 3D should (must?) be done
in object graphics. (I would have also underlined the word
"anything" if I could have). I learned this the hard way. Spend
the day or so getting the feel by perusing the IDL programming
tips and IDL Program Library at www.dfanning.com. I put objects
off for a while because I thought I'd be baby stepping my way
around for a week, but David's examples zip ya up to speed fast.
It's difficult to state how much more intuitive obj graphics is
than direct graphics. Now that I think about it, I'll revise my
statement, *All* graphics should be done with objects.

That reminds me, does anyone here know if IDL is "objectizing"
the map functions (e.g. map_continents)? I've got to incorporate
this soon, but now all my graphics are done in OG.

Good luck Eddie, learn and live object graphics.
todd bowers

eddie haskell <haskell@see.signature.edu> wrote in message
news:382ACF8F.3F15583B@see.signature.edu...
> Hello all,
>
> I have what feels like a simple problem but I haven't been able to tweak
> the right strings yet.
>
> I have a 3-D data set and am trying to visualise it by placing contour
> plots on the back three walls of a cube. The problem is that I can not
> get one of the contour plots to properly fill the wall without manually
> adjusting the position. In the example code that follows I always end
> up with an empty space down the left side of the plot on the back left
> wall. I can get it to fit by setting the x1 value in the contour call
> to 0.18 by hand but that just doesn't seem IDL-correct and I would have
> to manually determine new positions everytime I moved the cube on the
> page.
>
> Am I missing something obvious, is there a subtle trick that I either
> haven't learned or have displaced from memory, or is there a completely
> different way of doing what I want? Thanks for any and all suggestions.
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Subject: Re: contour plots on walls of a cube
Posted by davidf on Thu, 11 Nov 1999 08:00:00 GMT
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eddie haskell (haskell@see.signature.edu) writes:

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> plots on the back three walls of a cube. The problem is that I can not
> get one of the contour plots to properly fill the wall without manually
> adjusting the position.

I think this has something to do with the axis rotation.
Notice that it does *exactly* what you want if you set
the AZ keyword on the Surface command to 0. But the
problem gets worse as you increase the rotation about
the Z axis (e.g, AX=30, AZ=45, AZ=70). I suspect this
has to do with the 2.5D nature of direct graphics.
I'll bet it would work correctly if you put this into
object graphics. :-)

Cheers,

David
--
David Fanning, Ph.D.
Fanning Software Consulting
Phone: 970-221-0438 E-Mail: davidf@dfanning.com
Coyote's Guide to IDL Programming: http://www.dfanning.com/
Toll-Free IDL Book Orders: 1-888-461-0155

Subject: Re: contour plots on walls of a cube
Posted by davidf on Thu, 11 Nov 1999 08:00:00 GMT
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eddie haskell (haskell@see.signature.edu) writes:

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> haven't learned or have displaced from memory, or is there a completely
> different way of doing what I want? Thanks for any and all suggestions.

Humm. I don't know why the first one doesn't work,
and I don't have time to fool with it. I would like
to know how you solve it, however. :-)

As to the corner missing, you can solve that by
adding a NOCLIP keyword to your contour command.

Cheers,

David

--
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