Subject: Re: lego tiled image (how to make?)
Posted by Craig Markwardt on Wed, 22 Nov 2000 08:00:00 GMT
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Craig Markwardt <craigmnet@cow.physics.wisc.edu> writes:
> Or, PLOTIMAGE, which does these in one step. It's supposed to be
> exactly like a plot command. For astronomy images you can even
> display the image "backwards!"

Oops. http://cow.physics.wisc.edu/~craigm/idl/idl.html

Craig

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Craig B. Markwardt, Ph.D. EMAIL: craigmnet@cow.physics.wisc.edu
Astrophysics, IDL, Finance, Derivatives | Remove "net" for better response
---------- ----------

Subject: Re: lego tiled image (how to make?)
Posted by Craig Markwardt on Wed, 22 Nov 2000 08:00:00 GMT
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Ben Tupper <btupper@bigelow.org> writes:
> Hello,
>
> What you describe sounds very much like what I do with Liam Gumley's IMDISP
> procedure. You may control all of the behaviors you now control with the
> SHADE_SURF commands. Soemthing like the following:
>
> IMDISP, merged, Out_Pos = Pos
> (if you need to check for NANs then switch in BYTSCL(merged,/NAN) for merged
> above)
>
> PLOT, lonbins,latbins, Position = Pos, /NoErase

Or, PLOTIMAGE, which does these in one step. It's supposed to be
exactly like a plot command. For astronomy images you can even
display the image "backwards!"

I gotta keep flogging PLOTIMAGE since Liam muscled into my territory
with IMDISP. Liam, don't worry, I have a worthy competitor for
bintools coming soon.

Craig

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Craig B. Markwardt, Ph.D. EMAIL: craigmnet@cow.physics.wisc.edu
Astrophysics, IDL, Finance, Derivatives | Remove "net" for better response
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Subject: Re: lego tiled image (how to make?)
Posted by Ben Tupper on Wed, 22 Nov 2000 08:00:00 GMT
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Hello,

What you describe sounds very much like what I do with Liam Gumley's IMDISP procedure. You may control all of the behaviors you now control with the SHADE_SURF commands. Soemthing like the following:

IMDISP, merged, Out_Pos = Pos
(if you need to check for NANs then switch in BYTSCL(merged,/NAN) for merged above)

PLOT, lonbins,latbins, Position = Pos, /NoErase

You might need to fiddle with the plot command keywords to get the axes to fit you data range.

Look for Liam's procedure at http://cimss.ssec.wisc.edu/~gumley

Ben

"R.G.S." wrote:

> Greetings all,
> I have an satellite data image and I would like to plot it
> as a color image composed of small uniform shaded rectangles.
> i.e. sort of like IDL> tv,rebin(image,/sample)
>
> This data does need the axis that a surface (or plot) command will give.
> So the rebin will not work in general, (or I supoose I could calculate
> the size of the output image, then create the axis appropriate for that)
> Also, I will want to plot this as a polar plot in the future, and the rebin
> function will nto work for that.
>
> What I (currently) do to plot this data is (surface; rotated to bird's eye
> view):
>
> shade_surf, merged,lonbins,latbins,shade = bytscl(merged,/nan),$

> ax=90,az=0,ztickname = strarr(10)+' ',zticklen = 0.0001,/noerase
>
> What I really want is to create a surface like
> surface,image,/lego
> and do the above shadesurf command.
>
> What is the best way to create such a figure?
> Should I write the code to draw and shade each polygon for each sample
> (ugh slow!), or is there already a way to do such a thing?
>
> Cheers,
> bob
> stockwell at co-ra.com

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Ben Tupper
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btupper@bigelow.org
