Subject: Making a simple object surface display Posted by MKatz843 on Tue, 30 Mar 2004 19:00:11 GMT

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Does anyone have a fairly simple, standalone, interactive surface viewer widget they'd be willin to share? I don't need all of the fancy on-screen options like iTools, just a procedure like this

show_me_the_surface, data, group_leader=group_leader

where data is a 2d array representing z heights.

I just spent the last hour working with iSurface and then IDL's demo program d_surfview.pro trying to make a very very simple, interactive surface viewer. While these programs are powerful, they don't really fit the bill for me.

Once I cut out 3/4 of the extra widgets, buttons, and event-handling routines, from d_surfview, I had made it substantially closer to what I'm after, but it's still a hack.

I don't need to have the ability to change color tables, set min/max values, change to wireframe, . . . any of that. I just want to put up a surface in an object window, in a top level widget, with readable axes at the edges, and be able to rotate it with something like IDLexRotator class, like trackball. (By the way, is IDLexRotator undocumented?)

Thanks,

M. Katz

Subject: Re: Making a simple object surface display Posted by btt on Tue, 30 Mar 2004 20:02:22 GMT View Forum Message <> Reply to Message

M. Katz wrote:

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You should into FSC_SURFACE from you know who!

Subject: Re: Making a simple object surface display Posted by MKatz843 on Wed, 31 Mar 2004 20:28:44 GMT

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Ben Tupper btupper@bigelow.org wrote in message news:c4cjof\$2f38uv\$1@ID-189398.news.uni-berlin.de...

> You should into FSC_SURFACE from you know who!

>

> http://www.dfanning.com/documents/programs.html#FSC_SURFACE

Thanks Ben! And thanks, David! Good karma is headed your way. This is a nice little tool that I highly recommend. I found the code itself to be very straightforward, so it was easy to customize a bit to suit my application.

Many thanks, M. Katz

Subject: Re: Making a simple object surface display Posted by Paul Sorenson on Thu, 01 Apr 2004 00:40:26 GMT View Forum Message <> Reply to Message

Hi M. Katz,

Perhaps you could do something like this:

IDL> oSurface = obj_new('IDLgrSurface', dist(30), style=2, color=[255,0,0])

IDL> oAxis0 = obj new('IDLgrAxis', 0)

IDL> oAxis1 = obj_new('IDLgrAxis', 1)

IDL> oAxis2 = obj_new('IDLgrAxis', 2, location=[0,1])

IDL> oWindow = obj_new('IDLgrWindow', dimensions=[400,400])

IDL> oView = obj_new('IDLexObjView', [oAxis0, oAxis1, oAxis2, oSurface])

IDL> oView->Normalize, oWindow, /adjust_axes

IDL> xobiview, oView, xsize=400, vsize=400

The ability of xobjview to draw IDLexObjView objects is undocumented. The oView->Normalize, /adjust axes is undocumented too.

"Why, Reginald, you have little hidden corners!"-Paul Giamatti in the movie "Duets"

There is a diagram of some of the IDLex classes at www.paulsorenson.com under the link "XOBJVIEW: Under the Hood".

-Paul Sorenson

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"M. Katz" <MKatz843@onebox.com> wrote in message
news:4a097d6a.0403301100.3feec1f8@posting.google.com...
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