
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
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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
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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> xobjview, oView, xsize=400, ysize=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

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