Subject: Weird error with SURFACE and log axes.
Posted by Paul Van Delst[1] on Wed, 07 Apr 2004 20:28:24 GMT
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Hello,

IDL> print, !version
{ x86 linux unix linux 6.0.3 Feb 26 2004   32   64}

I'm noticing a weird effect when I use log axes in the SURFACE command. Using a linear
X-axis I get the following:

   http://cimss.ssec.wisc.edu/~paulv/tmp/linear.gif

Everything is honky dory... except that the data is all smushed up at the lower pressures.
I changed the X(pressure) axis to a log one and I now get:

   http://cimss.ssec.wisc.edu/~paulv/tmp/logarithmic.gif

with the weird cutout (corresponds to a vertical line).

Anyone seen this before and know how to fix it?

Thanks,

paulv

Subject: Re: Weird error with SURFACE and log axes.
Posted by Kenneth P. Bowman on Fri, 09 Apr 2004 01:29:58 GMT
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In article <c542al$a3c$1@news.nems.noaa.gov>,
 Paul Van Delst <paul.vandelst@noaa.gov> wrote:

> Hello,
>
> This is what I get when I use SHADE_SURF instead of SURFACE:
>
>   http://cimss.ssec.wisc.edu/~paulv/tmp/logarithmic_shade_surf .gif
>
> Pretty crappy looking. Going back to the wire mesh, if I rotate around the Z axis by 50
> degrees I get the following:
>
>   http://cimss.ssec.wisc.edu/~paulv/tmp/logarithmic_az50.gif
>
> Yuck. IDL apparently cannot handle logarithmic axes for its surfacing procedures at all.
>

> Would this be considered a bug in the hidden-line removal algorithm, or an oversight?
>
> paulv
>

I'd call it a bug. But what do I know? :-)

Ken