
Subject: Re: show a simple grid....

Posted by [Paul Sorenson](#) on Mon, 12 Jul 2004 20:38:35 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hello July,

Have you tried calling SURFACE with three arguments instead of one? Also, have you tried the SHADE_SURF_IRR command? Perhaps its source code (shade_surf_irr.pro) could be modified to draw polygons as edge lines (yielding a mesh) rather than solid, shaded regions. (Just a thought.)

-Paul Sorenson
www.paulsorenson.com

"July" <webmaster@summerday.de> wrote in message
news:351251cc.0407100534.6f391701@posting.google.com...

> hello,

>

> I'm trying to display a simple grid from nonuniform coordinates.

> imagine, I have a float-array (coord[dimz,dimx,dimy,3]).

> coord[:,*,*,0] contains a z-coordinate (always 0.0)

> coord[:,*,*,1] contains a x-coordinate

> coord[:,*,*,2] contains a y-coordinate

>

> now I like to display a wire-mesh of this grid (neighbouring indicees
> = neighbouring points).

>

> I tried it with "surface" but the view from above does not show every
> wire correct . holes appear.

>

> how can I realize it???

>

> hope, that someone can help me...

>

> greets, July
