
Subject: ISurface issues

Posted by [K. Bowman](#) on Fri, 17 Jun 2005 16:37:46 GMT

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Not having time to write a 3-D viewer myself, I have been using ISurface to view some surface data. I have successfully texture-mapped data onto the surface and added a second, semi-transparent surface.

Now to my questions and problems. This is IDL 6.1 on OS X 10.4.1.

1. I would like to add a title within the plot window, not just in the title bar of the window. Clicking on the text annotation tool gets me a text-insert cursor, but typing produces no text. (The straight line tool does not work, but the other drawing tools do.) In any case, I would prefer to add text programmatically, not interactively. (Text that does not rotate with the 3-D model.) Is there a simple way to do that?

2. When I print, the graphic appears with a green background, not white as on the screen. The surface itself is draw in solid black, and the texture map is about half the size of the surface. That is, the texture map no longer lines up with the surface. This is printing to an HP Color LaserJet PS. Any advice?

The graphic is also not scaled to the page. Is there some implicit dpi conversion going on?

3. Is there any way to capture the window in a bitmap (e.g., TVRD)? Preferably programmatically.

Sorry for the elementary questions. I don't find the docs to be very helpful.

Ken Bowman

Subject: Re: ISurface issues

Posted by [Karl Schultz](#) on Tue, 21 Jun 2005 21:04:10 GMT

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On Fri, 17 Jun 2005 11:37:46 -0500, Kenneth Bowman wrote:

> Not having time to write a 3-D viewer myself, I have been using ISurface
> to view some surface data. I have successfully texture-mapped data onto
> the surface and added a second, semi-transparent surface.

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> Now to my questions and problems. This is IDL 6.1 on OS X 10.4.1.

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> 1. I would like to add a title within the plot window, not just in the
> title bar of the window. Clicking on the text annotation tool gets me a
> text-insert cursor, but typing produces no text. (The straight line

> tool does not work, but the other drawing tools do.) In any case, I
> would prefer to add text programmatically, not interactively. (Text
> that does not rotate with the 3-D model.) Is there a simple way to do
> that?

For annotation text, you need to click in the view to locate the text
insert cursor before typing. Not sure if you did that. But it works for
me on 10.4 with IDL 6.1.

You might also be suffering from that "wm_click_through" nonsense that got
introduced with OS X 10.4. I tried to recreate your problem on my 10.4
machine with the wm_click_through preference both activated and
deactivated, with no luck. Maybe 10.4.1 is different from 10.4 in this
regard. But google for "wm_click_through" to learn more. But I think
that this is pretty unlikely to be the problem.

> 2. When I print, the graphic appears with a green background, not white
> as on the screen. The surface itself is draw in solid black, and the
> texture map is about half the size of the surface. That is, the texture
> map no longer lines up with the surface. This is printing to an HP
> Color LaserJet PS. Any advice?

The texture map problem was a bug that is now fixed in IDL 6.2. I think
that the only 6.1 workaround would be for you to pre-scale the texture to
dimensions that are both a power of 2.

I'm not certain about the green background problem; I didn't see it in IDL
6.1 or IDL 6.2. The issue rings a bell, but I couldn't find anything in
our bug database. What happens if you look at the xprinter.eps file with
the PDF/PS viewer? It may be interesting to try another printer.

> The graphic is also not scaled to the page. Is there some implicit dpi
> conversion going on?

There is a print preview facility in iTools that you might take a look at.

> 3. Is there any way to capture the window in a bitmap (e.g., TVRD)?
> Preferably programmatically.

From the File menu, there is an Export menu that will let you do this.

Karl

Subject: Re: ISurface issues

Posted by [K. Bowman](#) on Wed, 22 Jun 2005 14:39:23 GMT

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In article <pan.2005.06.21.21.04.05.250000@rsinc.com>,
Karl Schultz <k____schultz@rsinc.com> wrote:

- > For annotation text, you need to click in the view to locate the text
- > insert cursor before typing. Not sure if you did that. But it works for
- > me on 10.4 with IDL 6.1.

Thanks for all the help, Karl.

When I tried this earlier, I did get an "insert text" cursor in the graphic window, but typing produced no text. I just tried it again and it worked. I'll chalk that one up to the computer gods toying with me.

I added a text string programmatically using the tip on the IDL website, but it took me a while to realize that 0.5 is not the center of the window, as it is in direct graphics. Another IDL 'duh' moment. ;-)

- > The texture map problem was a bug that is now fixed in IDL 6.2. I think
- > that the only 6.1 workaround would be for you to pre-scale the texture to
- > dimensions that are both a power of 2.

Has a release date for 6.2 been announced?

- > I'm not certain about the green background problem; I didn't see it in IDL
- > 6.1 or IDL 6.2. The issue rings a bell, but I couldn't find anything in
- > our bug database. What happens if you look at the xprinter.eps file with
- > the PDF/PS viewer? It may be interesting to try another printer.
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- >> The graphic is also not scaled to the page. Is there some implicit dpi
- >> conversion going on?
- >
- > There is a print preview facility in iTools that you might take a look at.

Using the Print command produces an unscaled view (not fit to page) with a green background.

An EPS file created using Export appears correct. Any hints on how to export a image programmatically?

Thanks, Ken Bowman
