
Subject: Re: 3d space set up and plotting data on maps
Posted by [David Fanning](#) on Mon, 21 Nov 2005 14:52:48 GMT
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Martin writes:

> I'm doing a polyfill over a map projection and wish to use the PLOTS
> command to overplot separate data points, with a stick from the map to
> the z height as defined by my data. Such a problem was defined in the
> posting below from 2002;
>
> [http://groups.google.co.uk/group/comp.lang.idl-pvwave/browse
_thread/thread/c681faa8fab8c70b/5b9683aa58704b3b#5b9683aa58704b3b](http://groups.google.co.uk/group/comp.lang.idl-pvwave/browse_thread/thread/c681faa8fab8c70b/5b9683aa58704b3b#5b9683aa58704b3b)
>
> David F offered 2 pieces of code, 1 which worked and 1 which didn't
> although he was stumped as to why one worked and one didn't, as the 3d
> space was being set up in both examples.
>
> I wonder if anyone might now know why PLOTS sometimes doesn't work in
> 3d space? And also maybe offer a new and updated solution to the
> problem posted above!?

I just tried both of those examples again in IDL 6.2 and they both work now, as I expected they should. What version of IDL are you using?

Cheers,

David

--

David Fanning, Ph.D.
Fanning Software Consulting, Inc.
Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

Subject: Re: 3d space set up and plotting data on maps
Posted by [Martin\[1\]](#) on Tue, 22 Nov 2005 10:38:12 GMT
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Hi David,

I'm using 5.4....

Cheers,

Martin..

Subject: Re: 3d space set up and plotting data on maps
Posted by [David Fanning](#) on Tue, 22 Nov 2005 14:10:02 GMT
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Martin writes:

> I'm using 5.4....

Well, there you go... :-)

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

Subject: Re: 3d space set up and plotting data on maps
Posted by [Martin\[1\]](#) on Wed, 23 Nov 2005 09:20:58 GMT
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Having a restricted budget and having to make do with what I've got..... can anybody answer my original question or maybe give me some suggestions as to what else to try? (Apart from upgrade! :-))

Thanks all,

Martin
