
Subject: placing polylines/polygons exactly on a surface?
Posted by [Weihua FANG](#) on Fri, 27 Jan 2006 08:50:05 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hi, all

A 3D visualization of roads is to be created with 3 types of data:

- a) elevation data: elev(m,m): a 2 dimensional array
- b) a satellite image for texture: image_sate (m, m): a 2-dimensional array
- c) road lines, road_vertex (3, n, n): a 3-by-n floating-point array representing a 3-D vertex

I did it by the following steps:

- 1) created an IDLgrSurface Object and set DATAZ property to elevation array
- 2) set the texture of the surface to the satellite image array

things worked fine till now.

- 3) created an IDLgrPolyline Object and set the DATA property to road_vertex.

the road line is not exactly on the surface. Some parts of the line are over and the rest are inner the surface.

I am wondering, how to place polylines or polygons exactly on a surface? I found IDLgrContour object can display contours on a surface quite well though.

Can someone please give me some hints?

Thanks a lot.

Fang
