
Subject: Re: this might be a stupid question
Posted by [David Fanning](#) on Thu, 06 Apr 2006 21:18:21 GMT
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ChiChiRuiz@gmail.com writes:

> I'm just getting pretty frustrated... I'm using David's scatter_surface
> procedure that does 3D scatter plot. I've modified the colors and shape
> of the plot directly, and works great when i call it manually from the
> command prompt. But when i include the procedure inside another
> procedure (to get the desired x, y, and z values) like calling a
> function, the plot didn't show any data point. Could somebody point me
> the right way to approach this??

Are you by any chance calling this program from a blocking
widget program? It sounds to me like events are not getting
generated for some reason.

Cheers,

David

--

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

Subject: Re: this might be a stupid question
Posted by [ChiChiRuiz@gmail.com](#) on Thu, 06 Apr 2006 21:25:43 GMT
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Hi David, i have to generate a ROI to get the values of each parameter
from this same pixel.

so i have a general .pro

pro main

open files
read files

get x, y, z, each is an array with size n

scatter_surface, x, y, z

end

can i call a pro inside a pro??

Subject: Re: this might be a stupid question
Posted by [David Fanning](#) on Thu, 06 Apr 2006 21:33:37 GMT
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ChiChiRuiz@gmail.com writes:

```
> pro main
>
> open files
> read files
>
> get x, y, z, each is an array with size n
>
> scatter_surface, x, y, z
>
> end
>
> can i call a pro inside a pro??
```

Uh, I'd have to check, but I **think** so. :-)

Cheers,

David

P.S. Let's just say IDL programs would be pretty
sparse if we couldn't call procedures and functions
from within them!

--

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Subject: Re: this might be a stupid question
Posted by [David Fanning](#) on Thu, 06 Apr 2006 21:43:15 GMT
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ChiChiRuiz@gmail.com writes:

```
> Hi David, i have to generate a ROI to get the values of each parameter
> from this same pixel.
>
```

```
> so i have a general .pro
>
> pro main
>
> open files
> read files
>
> get x, y, z, each is an array with size n
>
> scatter_surface, x, y, z
>
> end
```

Are you saying that if you call the program like this
that it works?

```
pro main, x, y, z
open files
read files
get x, y, z, each is an array with size n
end
```

```
IDL> main, x, y, z
IDL> scatter_surface, x, y, z
```

And, how are you drawing the ROI?

Cheers,

David

--

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Subject: Re: this might be a stupid question
Posted by ChiChiRuiz@gmail.com on Thu, 06 Apr 2006 21:53:01 GMT
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here's how i code it

```
pro main
open/read files
get x, y, z arrays
scatter_surface, x, y, z
end
```

when i run main.pro, it did not work, but when i go to command prompt
IDL> scatter_surface
it works fine

Subject: Re: this might be a stupid question
Posted by [Mark Hadfield](#) on Thu, 06 Apr 2006 21:59:26 GMT
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ChiChiRuiz@gmail.com wrote:

```
> here's how i code it
>
> pro main
> open/read files
> get x, y, z arrays
> scatter_surface, x, y, z
> end
>
> when i run main.pro, it did not work, but when i go to command prompt
> IDL> scatter_surface
> it works fine
>
```

You need to step through the code in the debugger and see what's going on. Have you used the IDL debugger? The one built into the IDL development environment in Windows is very good.

--

Mark Hadfield "Kei puwaha te tai nei, Hoesa tahi tatou"
m.hadfield@niwa.co.nz
National Institute for Water and Atmospheric Research (NIWA)

Subject: Re: this might be a stupid question
Posted by [David Fanning](#) on Thu, 06 Apr 2006 22:11:39 GMT
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ChiChiRuiz@gmail.com writes:

```
> here's how i code it
>
> pro main
> open/read files
> get x, y, z arrays
> scatter_surface, x, y, z
> end
>
> when i run main.pro, it did not work, but when i go to command prompt
```

> IDL> scatter_surface
> it works fine

Ah, well, one always hopes it works with the example data. :-)

Now, with **real** data you begin to appreciate the complexities of object graphics. I'd guess that the radius of the orbs is going to be tied, somehow, to the data range. If you use a data range dissimilar to the one I used in the example, it is possible that the orb shrinks to such a small size you can't see it, or to such a large size that you are inside it. In either case, you are probably hosed.

Just for kicks, I'd change the ORB radius in Scatter_Surface and hope you see something with your data. The BIG problem with object graphics is that **everything** is possible, including all those things that are dumb, stupid, or just plain useless. Change it by at least an order of magnitude or so. If you change it enough, we might begin to get a clue to what is going on.

Cheers,

David

--

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Subject: Re: this might be a stupid question

Posted by [David Fanning](#) on Thu, 06 Apr 2006 22:18:58 GMT

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David Fanning writes:

> Just for kicks, I'd change the ORB radius in Scatter_Surface
> and hope you see something with your data. The BIG problem with
> object graphics is that **everything** is possible, including all
> those things that are dumb, stupid, or just plain useless.
> Change it by at least an order of magnitude or so. If you change
> it enough, we might begin to get a clue to what is going on.

Here is an example of what I mean:

PRO main

x = Scale_Vector(Randomu(seed, 50), 35, 70)

y = Scale_Vector(Randomu(seed, 50), -50, 50)

z = Randomu(seed, 50)* 100

```
scatter_surface, x, y, z  
END
```

If I run this with the default ORB radius of 0.015, the orbs are too small to be seen. If I change the ORB radius to 0.5, then I see the data, but the orbs looks like tiny sausages instead of orbs. Sigh... Go figure. Better ask one of the iTool experts. They probably have an idea.

Cheers,

David

--

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Subject: Re: this might be a stupid question
Posted by [David Fanning](#) on Thu, 06 Apr 2006 22:22:40 GMT
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David Fanning writes:

> If I run this with the default ORB radius of 0.015, the orbs
> are too small to be seen. If I change the ORB radius to 0.5,
> then I see the data, but the orbs looks like tiny sausages
> instead of orbs.

Whoops! This should have read "3.5", not "0.5".

David

--

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Subject: Re: this might be a stupid question
Posted by ChiChiRuiz@gmail.com on Thu, 06 Apr 2006 22:37:58 GMT
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thanks a lot, i'll try that. I think you're right about the problem.
I do see the axes, but no points plotted...maybe they're just too small to see.

-Angie

Subject: Re: this might be a stupid question

Posted by ChiChiRuiz@gmail.com on Thu, 06 Apr 2006 22:43:08 GMT

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yah,...it did work when i increase the orb radius...but not it doesn't
look orb-link...more like candy canes...
