
Subject: Re: Question About Scatter Surface Pro (Final explanation!!)

Posted by [David Fanning](#) on Thu, 18 May 2006 16:57:00 GMT

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Folks,

What a day! I need more coffee. Here is what I had written previously:

```
> I have learned in discussions this morning that I can avoid
> this problem if I *don't* use the [XYZ]COORD_CONV keywords with
> the orbs, but simply position them with the DATA keyword *while*
> scaling and translating them. Huh!?
>
> Here is the corrected code:
>
>   FOR j=0,npts-1 DO BEGIN
>     (line[j])-> SetProperty, XCoord_Conv=xs, $
>       YCoord_Conv=ys, ZCoord_Conv=zs
>     (line[j])->GetProperty, Data = Data
>     orbs[j]->SetProperty, Pos = [data[0, 1]*xs[1] + xs[0], $
>       data[1, 1]*ys[1] + ys[0], data[2, 1]*zs[1] + zs[0]]
>   ENDFOR
```

When I realized I had botched the explanation (I didn't use the DATA keyword, I used a POS keyword with the data!) I wanted to correct things. I assumed the POS keyword was a POSITION keyword that had been shortened in the code sent to me by my collaborator. Since I *hate* shortened keywords in pedagogical code (one of my pet peeves with the company formerly known as RSI), I changed it to POSITION in my example program. Then ran my example program (as I *always* do before I download a program to my web page) and the program didn't work anymore!

Yikes!! I was VERY confused for a couple of minutes because the program ran without errors, but produced results that were different than the program of two minutes ago. (Those of you who are more familiar with computers, and especially Macintosh computers, will wonder what all the fuss is about, but still...)

Anyway, the long and short of this is that the POS keyword *does* stand for "position", but you can't *use* the POSITION keyword, because that is used for something else (I don't know what this might be, but presumably it is a keyword for a superclass object.) The POS keyword is defined from the Orb object (how or why it even works is another mystery for today!!)

and it is what should be used in the code.

Whew! There. Problems all solved. Ya gotta love object graphics! :-)

Cheers,

David

all the fuss is about

--

David Fanning, Ph.D.

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

Subject: Re: Question About Scatter Surface Pro (Final explanation!!)

Posted by [David Fanning](#) on Thu, 18 May 2006 17:04:48 GMT

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David Fanning writes:

> What a day!

P.S. In case you are wondering, I got a GREAT deal on exclamation points at Office Depot the other day!

Cheers,

David

--

David Fanning, Ph.D.

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Subject: Re: Question About Scatter Surface Pro (Final explanation!!)

Posted by [j.vanknippenberg](#) on Fri, 19 May 2006 11:05:02 GMT

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It works great! :D

Thank you for all the help and time you spend solving it. :)

Jeroen
