Subject: Re: Mapping Etopo2 in IDL?
Posted by David Fanning on Tue, 19 Dec 2006 14:12:59 GMT
View Forum Message <> Reply to Message

skyflow2008@126.com writes:

> Dear Fanning:

"Dear Fanning"!?

I'm making a New Year's Resolution not to post more than three
times a week on this newsgroup in 2007. :-(

> Now there is a problem puzzled me. I want to map etopo2 data in
> IDL. I know to use color table we can get a false color picture. But I
> want to realize hillshade texture and color simutaneously to display in
> my map like global mapper. I don't know hwo to realize. Please help me!

I don't do problems in which I have to spend two days figuring
out what the question is. Sorry. Maybe someone here can help.
If not, send more clues. I'm still a sucker for an interesting
problem. :-)

Cheers,

David
--
David Fanning, Ph.D.
Fanning Software Consulting, Inc.
Coyote's Guide to IDL Programming: http://www.dfanning.com/
Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Subject: Re: Mapping Etopo2 in IDL?
Posted by Rick Towler on Tue, 19 Dec 2006 17:36:53 GMT
View Forum Message <> Reply to Message

skyflow2008 wrote:
> Dear Fanning:

I've been called worse...

> Now there is a problem puzzled me. I want to map etopo2 data in
> IDL. I know to use color table we can get a false color picture. But I
> want to realize hillshade texture and color simutaneously to display in
> my map like global mapper. I don't know hwo to realize. Please help me!

Like David said, your question is a bit thin so it is hard to give a

meaningful answer. Using some creative interpretation, I'm guessing you want to *plot* etopo2 data and that not only do you want to color your plot based on some characteristic (say elevation) you want to emphasize the relief with appropriate lighting.

To do this you would:

read your etopo2 data
convert the lat/lon to cartesian coords using the MAP_PROJ_* functions
create a IDLgrSurface object with your cartesian + elevation data
color your surface appropriately using the VERT_COLORS keyword
add most likely 2 well placed IDLgrLight objects (one ambient and one directional)
add your lights and surface to an IDLgrModel
display using XOBJVIEW

* OR *

You could try iSurface in which case you'll still need to read your data and convert it to cartesian coords. Then pass them to iSurface. Read the docs.

-Rick
