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Subject: Re: surface vs. shade\_surf

Posted by [David Fanning](#) on Mon, 23 Apr 2007 19:54:27 GMT

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paulartcoelho@gmail.com writes:

> i' trying my first attempt with 3D plots.  
>  
> i like the way the procedure SURFACE produces stacked histogram-style  
> plots with the /LEGO keyword. but i like the way SHADE\_SURF produces a  
> "real surface" (instead of a wire-mesh).  
>  
> is there a way to combine both features?

In direct graphics? No.

In object graphics? Maybe. Try this:

```
FSC_SURFACE, dist(10), /ELEVATION_SHADING
```

Then go to the STYLE menu and select "Solid Lego".

The program is here:

[http://www.dfanning.com/programs/fsc\\_surface.pro](http://www.dfanning.com/programs/fsc_surface.pro)

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.")

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Subject: Re: surface vs. shade\_surf

Posted by [paulartcoelho](#) on Mon, 23 Apr 2007 21:28:59 GMT

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hello david,

i'm having problems to compile fsc\_surface (messages below). am i missing something? (i never run any object graphics routine before)

cheers,  
paula

```
IDL> fsc_surface,dist(10),/elevation_shade
```

```
    thisColor = PickColor(Group_Leader=event.top, info.index)
                        ^
```

```
% Syntax error.
```

```
At: /afs/mpa/home/pcoelho/IT/idl/dfanning/fsc_surface.pro, Line 253
```

```
intensityID = FSC_Droplist(tlb, Title='Intensity:', Value =
intensityValues, $
                        ^
```

```
% Syntax error.
```

```
At: /afs/mpa/home/pcoelho/IT/idl/dfanning/fsc_surface.pro, Line 355
```

```
    thisColor = PickColor(Group_Leader=event.top, info.surfIndex, $
                        ^
```

```
% Syntax error.
```

```
At: /afs/mpa/home/pcoelho/IT/idl/dfanning/fsc_surface.pro, Line 685
```

```
xs = Normalize(xrange, Position=[pos[0], pos[1]])
    ^
```

```
% Syntax error.
```

```
At: /afs/mpa/home/pcoelho/IT/idl/dfanning/fsc_surface.pro, Line 1302
```

```
ys = Normalize(yrange, Position=[pos[2], pos[3]])
    ^
```

```
% Syntax error.
```

```
At: /afs/mpa/home/pcoelho/IT/idl/dfanning/fsc_surface.pro, Line 1303
```

```
zs = Normalize(zrange, Position=[pos[4], pos[5]])
    ^
```

```
% Syntax error.
```

```
At: /afs/mpa/home/pcoelho/IT/idl/dfanning/fsc_surface.pro, Line 1304
```

```
% Compiled module: FSC_SURFACE.
```

```
% Attempt to call undefined procedure/function: 'FSC_SURFACE'.
```

```
% Execution halted at: $MAIN$
```

---

Subject: Re: surface vs. shade\_surf

Posted by [Jean H.](#) on Mon, 23 Apr 2007 21:42:58 GMT

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paulartcoelho@gmail.com wrote:

> hello david,

>

> i'm having problems to compile fsc\_surface (messages below). am i

> missing something? (i never run any object graphics routine before)

>

> cheers,

> paula

You would have to download the whole FSC, or at least all the required functions / procedures, from David's website.

Jean

---

Subject: Re: surface vs. shade\_surf  
Posted by [Rick Towler](#) on Mon, 23 Apr 2007 21:57:52 GMT  
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You'll need additional functions from David's library:

PickColor  
FSC\_Droplist  
Normalize

All are available from his fine website. Place them in the same directory as fsc\_surface.

-Rick

paulartcoelho@gmail.com wrote:

```
> hello david,  
>  
> i'm having problems to compile fsc_surface (messages below). am i  
> missing something? (i never run any object graphics routine before)  
>  
> cheers,  
> paula  
>  
> IDL> fsc_surface,dist(10),/elevation_shade  
>  
>     thisColor = PickColor(Group_Leader=event.top, info.index)  
>                               ^  
> % Syntax error.  
>   At: /afs/mpa/home/pcoelho/IT/idl/dfanning/fsc_surface.pro, Line 253  
>  
> intensityID = FSC_Droplist(tlb, Title='Intensity:', Value =  
> intensityValues, $  
>                               ^  
> % Syntax error.  
>   At: /afs/mpa/home/pcoelho/IT/idl/dfanning/fsc_surface.pro, Line 355  
>  
>     thisColor = PickColor(Group_Leader=event.top, info.surfIndex, $  
>                               ^
```

```
> % Syntax error.
> At: /afs/mpa/home/pcoelho/IT/idl/dfanning/fsc_surface.pro, Line 685
>
> xs = Normalize(xrange, Position=[pos[0], pos[1]])
>           ^
> % Syntax error.
> At: /afs/mpa/home/pcoelho/IT/idl/dfanning/fsc_surface.pro, Line 1302
>
> ys = Normalize(yrange, Position=[pos[2], pos[3]])
>           ^
> % Syntax error.
> At: /afs/mpa/home/pcoelho/IT/idl/dfanning/fsc_surface.pro, Line 1303
>
> zs = Normalize(zrange, Position=[pos[4], pos[5]])
>           ^
> % Syntax error.
> At: /afs/mpa/home/pcoelho/IT/idl/dfanning/fsc_surface.pro, Line 1304
> % Compiled module: FSC_SURFACE.
> % Attempt to call undefined procedure/function: 'FSC_SURFACE'.
> % Execution halted at: $MAIN$
>
```

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Subject: Re: surface vs. shade\_surf

Posted by [David Fanning](#) on Mon, 23 Apr 2007 23:07:09 GMT

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paulartcoelho@gmail.com writes:

```
>
> i'm having problems to compile fsc_surface (messages below). am i
> missing something? (i never run any object graphics routine before)
```

Oh, dear. Try this:

[http://www.dfanning.com/programs/fsc\\_surface.zip](http://www.dfanning.com/programs/fsc_surface.zip)

I sent you off for just one program, and you need several. Sorry.

Cheers,

David

--

David Fanning, Ph.D.

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

Sepore ma de ni thui. ("Perhaps thou speakest truth.")

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Subject: Re: surface vs. shade\_surf  
Posted by [Christopher Thom](#) on Tue, 24 Apr 2007 03:45:26 GMT  
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Quoth David Fanning:

> paulartcoelho@gmail.com writes:  
>  
>>  
>> i'm having problems to compile fsc\_surface (messages below). am i  
>> missing something? (i never run any object graphics routine before)  
>  
> Oh, dear. Try this:  
>  
> [http://www.dfanning.com/programs/fsc\\_surface.zip](http://www.dfanning.com/programs/fsc_surface.zip)  
>  
> I sent you off for just one program, and you need several. Sorry.

I tried the example you suggested...and was very impressed with the cool interactive twiddling of the surface. For a second I actually caught myself thinking "maybe I should give up this direct graphics stuff and check out these object thingies".

And then I had a reality check -- I reckon there's enough insanity getting my code to display the same on X and postscript...:-)

cheers  
chris

---

Subject: Re: surface vs. shade\_surf  
Posted by [paulartcoelho](#) on Tue, 24 Apr 2007 11:34:20 GMT  
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wow, it looks exactly as i wanted. unfortunately Christopher reminded me of a important point: i also need PS output ... :(  
object graphics don't do it, right? (or wrong?) looks like i'll have to find a compromise...

cheers  
p.

---

Subject: Re: surface vs. shade\_surf  
Posted by [David Fanning](#) on Tue, 24 Apr 2007 14:08:10 GMT  
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---

paulartcoelho@gmail.com writes:

> wow, it looks exactly as i wanted. unfortunately Christopher reminded  
> me of a important point: i also need PS output ... :(  
> object graphics don't do it, right? (or wrong?) looks like i'll have  
> to find a compromise...

Perhaps the problem is that the FSC\_SURFACE interface doesn't make explicit how to do it. But I just created what looks to me to be perfectly acceptable PostScript output by selecting the Print -> Full Color Printing option and then selecting a PostScript printer in the Printer dialog, and "Print to File" option on that Printer. Opening the file in GhostView (I don't have a PostScript printer on this machine) reveals a perfectly acceptable (but large) bitmap version of the graphic. I have every reason to believe it would print in acceptable resolution.

Perhaps I'll have a few minutes later today to make this and the vector option to PostScript more explicitly available in the interface. In the meantime, here is an article that describes how it can be done in object graphics:

[http://www.dfanning.com/object\\_eps.html](http://www.dfanning.com/object_eps.html)

Cheers,

David

--

David Fanning, Ph.D.

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Sepore ma de ni thui. ("Perhaps thou speakest truth.")

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