
Subject: XYZ plot + Normal to surface output
Posted by [a.lucas](#) on Mon, 07 Jan 2008 14:41:33 GMT
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Dear all,

I am a beginner in IDL programing and I am looking for a few things :

1/ I have some xyz ASCII files and I want to plot them in a 3D view. But my X and Y are not regular. Is there any way to plot them firstly without any interpolation and secondly using kriging interpolation so as to get regular plot.

2/ I have two files (also in XYZ ASCII format), corresponding to Vx and Vy of a velocity field. How can I plot the complet velocity field with vectors in 2D and draped on a 3D surface ?

3/ Using two XYZ files (ASCII format), If I plot them in the same frame I thus get two surfaces S1 and S2. I want to output the difference between S1 and S2 but in the normal frame of S1 (in this case S1 is below S2). Imagine 2 topographies where S1 is below S2.

Thank you for any help !
