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Subject: Re: 3D data to IDLgrImage

Posted by [rtowler](#) on Thu, 24 Sep 2009 00:20:44 GMT

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On Sep 22, 10:17 am, Bill wrote:

> There must be a simple answer, but I have several sets of 3D data  
> which I want to represent as 2D XY IDLgrImage objects with the Z  
> values represented by color. I also want to be able to adjust the  
> alpha channel of each image object, translate them, etc. I know I need  
> to use a model for each data set -- I've done so representing the data  
> as IDLgrPolylines, but was hoping to be able to speed up the display  
> by using a 2D versus 3D representation. I used David Fanning's  
> select\_objects.pro as a starting point, but can't figure out an  
> efficient way to convert the 3D data to 2D image object. I tried  
> drawing the polyline to a buffer object and then read the buffer --  
> which gives me an IDLgrImage, but output image object is completely  
> white.

I think you're trying to do this The Hard Way(tm). It would be a \*lot\*  
easier to just keep these as 3d polylines. Can you simply decimate  
your data sets to limit the number of vertices? Turn on hardware  
rendering? Spend \$150 on a decent graphics card? Unless you're a  
graduate student, the cost of the graphics card would be much less  
than your salary for the hours you spend trying this approach.

What I don't understand is how you will select the individual  
polylines in order to translate them? If you have many overlapping  
IDLgrImages which are mostly transparent, your clicks will still  
select the front most object even if your click location is  
transparent for that object.

-Rick

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