
Subject: Put a 2d plot and an image into a 3D coordinate system

Posted by [Jianbao](#) on Fri, 26 Aug 2011 04:57:56 GMT

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Hello folks,

I am trying to make a series of images with IDL for my simulations. After exploring the new IDL graphics system and the coyote graphics for over 3 hours, I still don't get a good concept of how to do it.

So, here is a sketch of what I am after:

<http://dl.dropbox.com/u/38390926/idl.jpg>

In the sketch, the simulation is basically a color-scale image of current density in the 2D simulation plane, which moves along the z-axis as the simulation goes.

Can anyone help me with this, please? I really appreciate it.

Subject: Re: Put a 2d plot and an image into a 3D coordinate system

Posted by [David Fanning](#) on Tue, 30 Aug 2011 15:57:44 GMT

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Mark Piper writes:

> I have a NG solution. Though it uses less code than OG, I had to think
> about it a bit (NG are still much newer to me than OG). I also had to
> rely on the undocumented TEXTUPDIR property to flip the labels on the Z
> axis (thanks, CT!). Please give this a try:

Are you sure it doesn't use IDL 8.2 syntax!?

Here is what happens when I try to compile this code in IDL 8.1:

```
IDL> .compile -v 'C:\Users\David\IDLWorkspace81\Default\junk.pro'
```

```
    phiaxis = axis('y', location=[max(p.xrange), 0.0, max(p.zrange)], $  
                  ^
```

% Syntax error.

At: C:\Users\David\IDLWorkspace81\Default\junk.pro, Line 21

```
    g = image(image, overplot=p, transparency=20)  
          ^
```

% Syntax error.

At: C:\Users\David\IDLWorkspace81\Default\junk.pro, Line 27

% 2 Compilation error(s) in module \$MAIN\$.

```
IDL> print, file_which('axis.pro')
```



```
> % 2 Compilation error(s) in module $MAIN$.
> IDL> print, file_which('axis.pro')
> % Compiled module: FILE_WHICH.
> C:\Program Files\ITT\IDL\IDL81\lib\graphics\axis.pro
> IDL> print, file_which('image.pro')
> C:\Program Files\ITT\IDL\IDL81\lib\graphics\image.pro
>
> Huh!?
```

Works for me. Have you set compile_opt strictarr?

Mike

--

Michael Galloy

www.michaelgalloy.com

Modern IDL, A Guide to Learning IDL: <http://modernidl.idldev.com>

Research Mathematician

Tech-X Corporation

Subject: Re: Put a 2d plot and an image into a 3D coordinate system

Posted by [David Fanning](#) on Tue, 30 Aug 2011 18:36:16 GMT

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Michael Galloy writes:

```
> Works for me. Have you set compile_opt strictarr?
```

Ah, no. I usually set up my machine like the rest
of the world does. :-)

OK, set Compile_Opt id2 and it compiles!

Alas, when I ran the program, I got a graphics window
on my display, and then my machine locked up so hard
I had to force a restart, which completely clobbered
my news reader, which I had to delete and re-install,
etc.

Have I mentioned today how much I **really** love IDL? :-(

Cheers,

David

P.S. I don't know if I have time today to try it again.

--

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: Put a 2d plot and an image into a 3D coordinate system

Posted by [David Fanning](#) on Tue, 30 Aug 2011 19:51:49 GMT

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David Fanning writes:

- > Alas, when I ran the program, I got a graphics window
- > on my display, and then my machine locked up so hard
- > I had to force a restart, which completely clobbered
- > my news reader, which I had to delete and re-install,
- > etc.
- >
- > Have I mentioned today how much I **really** love IDL? :-(
- >
- > Cheers,
- >
- > David
- >
- > P.S. I don't know if I have time today to try it again.

OK, I'm foolish, but I am NOT foolish enough to try that program a third time! There is something about that program that my computer just REALLY does not like at all!!!

And people wonder why I am a direct graphics kind of a guy. Sheesh!

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.")
