Subject: Texture image on a 3d curve: cgsurface and xobjview problems
Posted by Steve Daal on Mon, 16 Sep 2013 18:02:01 GMT

Hi all,

I have a 2D array (mountain elevation) and an image (trees,rocks,...) corresponding ot it. I need to overlap the image on the elevation information, along with the axis information and the capability of moving it around by the mouse in 3D.

Cgsurface (coyote's magic) seems to work well, however, I can't do anything with the mouse, nor rotating the axes from within the code (strange why this is not allowed). I am running a IDL 7.1, XQuarts 7.2.4, and already tried few terminal command remidies with no success fixing the cursor issue.

I see that xobjview works fine for my problem, however: no axis appear on the plot and th eimage is always in grey color!

Is there any know way to fix any of these problems? A third solution would be fine, too.

Please advise-thanks a lot for you help,
Steve

Subject: Re: Texture image on a 3d curve: cgsurface and xobjview problems
Posted by David Fanning on Mon, 16 Sep 2013 18:06:15 GMT

steve.daal@gmail.com writes:

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Really!? This command certainly rotates around in my IDL 7 version!

cgSurface, cgDemoData(2), ZScale=0.5, Texture_Image=cgDemoData(7), $
    CTable=1, /Brewer, /Reverse, Title='2D Image as Texture'

Cheers,

David

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

Subject: Re: Texture image on a 3d curve: cgsurface and xobjview problems
Posted by Steve Daal on Mon, 16 Sep 2013 18:20:13 GMT
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On Monday, September 16, 2013 1:06:15 PM UTC-5, David Fanning wrote:
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\> David

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\> David Fanning, Ph.D.

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\> Fanning Software Consulting, Inc.

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Hmmmm, here's an update:

When I run the command line you sent from the terminal window, it works well. We I paste it into the idl interface and run from there, the mouse cursor does not work!
could it be something in the IDL preferences, strange....

Steve

Subject: Re: Texture image on a 3d curve: cgsurface and xobjview problems
Posted by David Fanning on Mon, 16 Sep 2013 18:25:57 GMT
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steve.daal@gmail.com writes:

> When I run the command line you sent from the terminal window, it works well. We I paste it into the idl interface and run from there, the mouse cursor does not work!
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What does "paste it into the IDL interface" mean? Maybe you have an error in the interface you are not aware of. Try doing a "dot reset" in the interface (are we talking about the Workbench here?) and see if that helps:

    IDL> .reset
    IDL> cgSurface, cgDemodata(2)

Cheers,

David

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Subject: Re: Texture image on a 3d curve: cgsurface and xobjview problems
Posted by David Fanning on Mon, 16 Sep 2013 18:28:47 GMT

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steve.daal@gmail.com writes:

> When I run the command line you sent from the terminal window, it works well. We I paste it
into the idl interface and run from there, the mouse cursor does not work!
> could it be something in the IDL preferences, strange....

Maybe this is the Mac cursor problem:

  http://www.idlcoyote.com/misc_tips/cursor_on_mac.html
  http://www.idlcoyote.com/misc_tips/maccursor.html

Cheers,

David

--
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Subject: Re: Texture image on a 3d curve: cgsurface and xobjview problems
Posted by Steve Daal on Mon, 16 Sep 2013 18:31:33 GMT

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On Monday, September 16, 2013 1:20:13 PM UTC-5, steve...@gmail.com wrote:
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UPDATE:

Very strange, but I found the issue. I have a breakpoint after the cgsurface command. When I
remove that, it works. I though IDL works on a line by line basis. Oh man, little confusing...

Steve

Subject: Re: Texture image on a 3d curve: cgsurface and xobjview problems
Posted by David Fanning on Mon, 16 Sep 2013 18:35:01 GMT
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steve.daal@gmail.com writes:

> Very strange, but I found the issue. I have a breakpoint after the cgsurface command. When I
remove that, it works. I though IDL works on a line by line basis. Oh man, little confusing...

When you STOP in IDL, everything stops, including widget event
processing. Chris reports that he has changed this behavior for IDL 8.3.
It will be interesting to see what unforeseen consequences that brings,
but it is probably a step in the right direction, since all the function
graphics routines will benefit from this change in behavior.

Cheers,

David

--
David Fanning, Ph.D.
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Subject: Re: Texture image on a 3d curve: cgsurface and xobjview problems
Posted by Steve Daal on Mon, 16 Sep 2013 18:40:39 GMT

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On Monday, September 16, 2013 1:35:01 PM UTC-5, David Fanning wrote:
> steve.daal@gmail.com writes:
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> David Fanning, Ph.D.
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> Coyote's Guide to IDL Programming: http://www.idlcoyote.com/
>
> Sepore ma de ni thue. ("Perhaps thou speakest truth.")

Thanks for info, this would indeed be an improvement and a change in the right direction.

Steve