Subject: Issue with displaying 3D using surface()
Posted by Puneeth Shankar on Tue, 14 Jul 2015 18:17:07 GMT
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Hi Group,
  Please notice --> https://www.dropbox.com/s/79gqsywr66j3ftp/issue.PNG?dl=0

Context:
1).Both DSM and texture image's arrays were obtained by reading tiff files (yup I've rotated the tiff image accordingly[using ROTATE()], no issues with that)
2).Also tried scaling the texture image using BYTSCL (no use!)
3) I Did play with Z range

I require :
 * A 3D surface that looks like the left image(refer URL)
 * An output of 300X300 is sufficient !! The large sized, high resolution graphic is very slow. Would someone happen to know how to bring down the resolution

Please let me know your thoughts on this.

Regards,
Puneeth

Subject: Re: Issue with displaying 3D using surface()
Posted by Helder Marchetto on Tue, 14 Jul 2015 19:01:00 GMT
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On Tuesday, July 14, 2015 at 8:17:11 PM UTC+2, Puneeth Shankar wrote:
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> Please let me know your thoughts on this.
>
> Regards,
> Puneeth

Hi,
I think your experiencing an error that I've seen, but I couldn't pin down. It appears as if the left side of the surface window is obstructed by something white. If you move your surface around, you should be able to move it behind this white region.
In my case this happens even with the standard example from surface:

```
; Read in a 2D array of surface heights
dir = FILEPATH('',SUBDIR=['examples', 'data'])
z = READ_BINARY(dir+'elevbin.dat', DATA_DIMS=[64,64])

; Read in a texture image to overlay
READ_JPEG, dir+'elev_t.jpg', image
s = SURFACE(z, TEXTURE_IMAGE=image, YSTYLE=1)
```

If I try this, I get a surface cut along the middle vertical line. The right side is visible and the left side is hidden...

If I move the surface to the right, I can view all of it.

I had this error come and go, and I have no idea at the moment how to make it go...

But at least you could try to make a rectangular window, something like:

```
w = window(dimensions=[1200,400])
```

then plot with

```
s = SURFACE(z, TEXTURE_IMAGE=image, YSTYLE=1, current=w)
```

and then move the surface with this command:

```
s.position = [0.75,0.5]
```

That should make it visible...

It's not a solution, but I can't come up with nothing better at the moment. Please let me know if you have a "real" solution.

Cheers,
Helder

Subject: Re: Issue with displaying 3D using surface()
Posted by Puneeth Shankar on Tue, 14 Jul 2015 20:25:01 GMT
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Hi Helder !
My main concern is to get colours from the TEXTURE_IMAGE onto the 3D surface.I have failed

to understand as to why I'm getting the output in "black". I appreciate your time on this :)

Regards,
Puneeth