
Subject: Re: Z-Buffer Prize Winners!

Posted by [davidf](#) on Thu, 13 Feb 1997 08:00:00 GMT

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George Sigut, our grand prize winner, writes:

> Just so that David and everybody else doesn't think that the Swiss
> do not wash their necks or something, here is a nicer version of the
> code (the result is as ugly as before)

[really nice code deleted]

Oh, so much nicer, George! I can even read this without looking
for my spectacles. :-)

And I did see a comment in there! Code this nice, it probably
just jumped in there in spite of itself!

I really appreciate these contributions. Thanks.

David

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Subject: Re: Z-Buffer Prize Winners!

Posted by [sigut](#) on Thu, 13 Feb 1997 08:00:00 GMT

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In article <davidf-ya023080001202971148240001@news.frii.com>
davidf@dfanning.com (David Fanning) writes:

> ... My only
> problem with George is that he writes really ugly IDL code,
> but I'm not going to hold that against him. :-)

Just so that David and everybody else doesn't think that the Swiss
do not wash their necks or something, here is a nicer version of the
code (the result is as ugly as before)

```

zmt = dist(21)/max(dist(21)) * 1.3
zm1 = - zmt + 1.3
zm2 = fltarr(21,21) + .65

pos1 = [.1,.55,.9,.9] ; top picture
pos2 = [.1,.1,.9,.45] ; bottom picture

!z.range = [0,1.3]
!p.charsize = 2.25

dev = !D
set_plot, 'Z'
device, set_character_size=[dev.x_ch_size,dev.y_ch_size]
ratio = float(!d.y_size)/!d.x_size
!P.BACKGROUND = !D.N_COLORS - 1 ; to get white background

!x.style = 4 & !y.style = 4 & !z.style = 4

!p.position = pos1
shade_surf, zmt, shades=bytsc1(zmt,TOP=!d.table_size), az=20, /SAVE
shade_surf, zm1, shades=zm1*0B+!d.table_size/3, /T3D, /NOERASE
shade_surf, zm2, shades=zmt*0B+!d.table_size/4, /T3D, /NOERASE
tr1 = !p.t

!p.position = pos2
shade_surf, zmt, shades=bytsc1(zmt,TOP=!d.table_size), az=20, /SAVE, /NOERASE
shade_surf, zm1, shades=zm1*0B+!d.table_size/3, /T3D, /NOERASE
shade_surf, zm2, shades=zmt*0B+!d.table_size/4, /T3D, /NOERASE
tr2 = !p.t

a = tvrd()

set_plot, 'PS'
device, BITS=8, xsize=7, ysize=7*ratio, xoffset=1, yoffset=1, /inches

tv,a

!x.style = 0 & !y.style = 0 & !z.style = 0

!p.position = pos1
!p.t = tr1
shade_surf, zmt, /T3D, /NOERASE, /NODATA, $
TITLE='Ritchey-Chretien Optimization', $
XTITLE='e!d1', YTITLE='e!d2', ZTITLE='Normalized Merit'

!p.position = pos2
!p.t = tr2
shade_surf, zmt, /T3D, /NOERASE, /NODATA, $

```

```
TITLE='Ritchey-Chretien Optimization', $  
XTITLE='e!d1', YTITLE='e!d2', ZTITLE='Normalized Merit'
```

```
device, /close
```

```
set_plot, 'X'
```

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```
...yes I know, there are no comments in the code. :-b
```

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George
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>>>>>>>> in case of email problems send the mail to "sigut@acm.org" <<<<<<<<<  
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```