

CalypsoView menu

Quit

File: /Users/matsui/Desktop/Desk Open...

Image file: No Image Save Image...

View type: 3D-View

Axis and grids

Draw axis: ☐

Draw coastline: ☐

Draw sphere grid: ☐

Radius: 1.000 - +

Shading mode: Flat surface

Surface direction: Normal surface

► Rotation

► View parameters

► Preferences

Surfaces

Close Current PSF

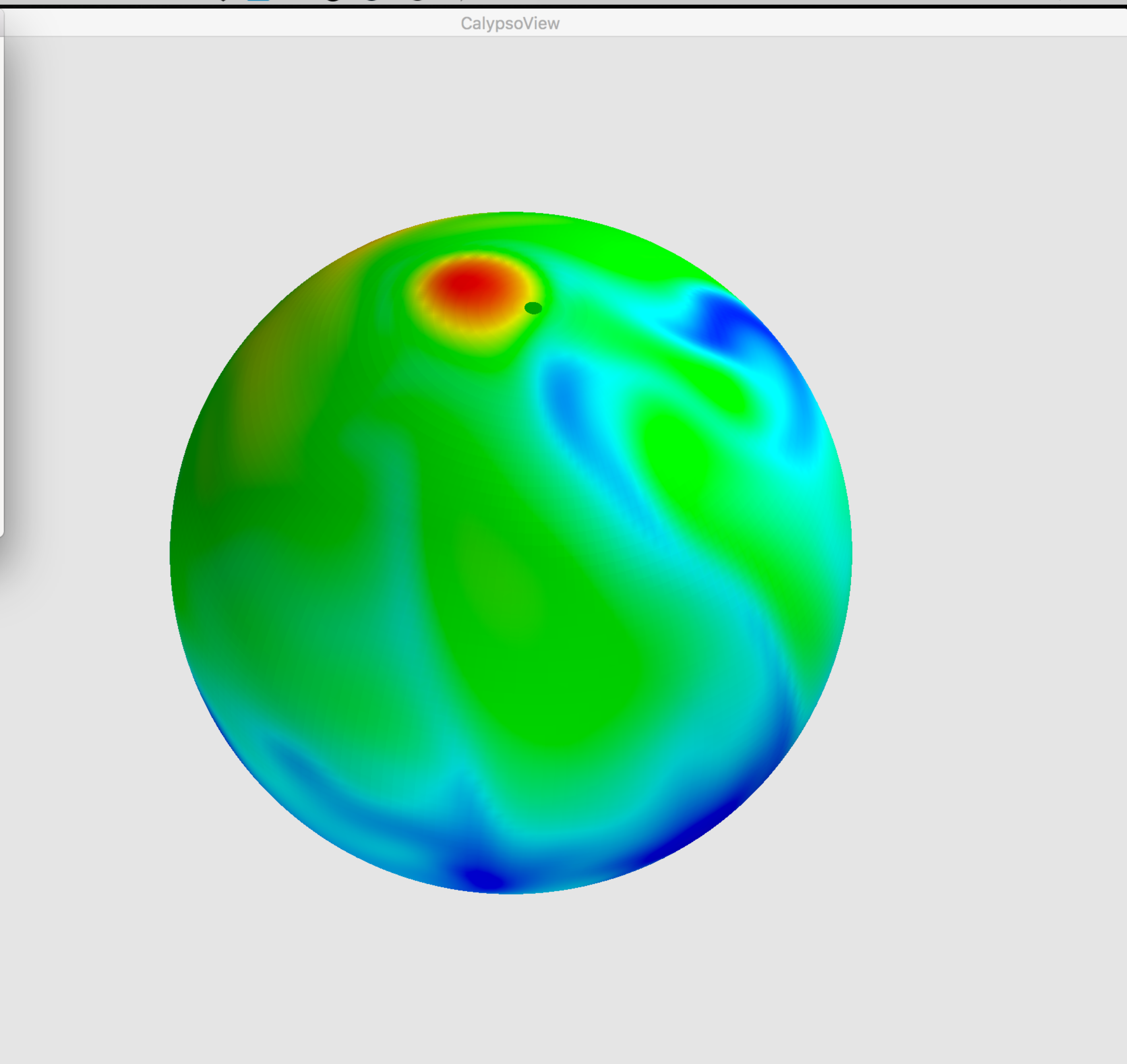
Field: temperature

► Isolines

► Surface

► Color map editor

► Evolution



```
ターミナル — CalypsoView_GLFW — 80x24
(process:58687): Gtk-WARNING **: 13:43:36.243: Locale not supported by C library
.
    Using the fallback 'C' locale.
INFO: OpenGL Version: 4.1 NVIDIA-10.17.5 355.10.05.45f01
InfoLog:
WARNING: Output of vertex shader 'position' not read by fragment shader

file name on Menu: /Users/matsui/Desktop/Desktop_2020_07/iso_testg/psf_CMB/psf_
mb.2000001.udt.gz
file name: /Users/matsui/Desktop/Desktop_2020_07/iso_testg/psf_CMB/psf_cmb.2000
01.udt.gz
file_prefix /Users/matsui/Desktop/Desktop_2020_07/iso_testg/psf_CMB/psf_cmb.200
001
stripped_ext udt
iflag_fileformat 110
file_name /Users/matsui/Desktop/Desktop_2020_07/iso_testg/psf_CMB/psf_cmb.20000
1.udt.gz
gzipped grd file name: /Users/matsui/Desktop/Desktop_2020_07/iso_testg/psf_CMB/
sf_cmb.0.grd.gz
gzipped udt file name: /Users/matsui/Desktop/Desktop_2020_07/iso_testg/psf_CMB/
sf_cmb.2000001.udt.gz
Selected mode 21, Black lines
█
```