Subject: Re: Setting ranges on surfaces
Posted by davidf on Thu, 17 Sep 1998 07:00:00 GMT
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Mirko Vukovic (mirko_vukovic@notes.mrc.sony.com) writes in
response to an article by Richard Hunt about restricting
the range of the surface display:

> The only way I could get around that feature is to do a surface plot of:
> (z>zmin)<zmax

Good answer, but to the wrong question I'm afraid. It is
not really the Z data we want to clip, it is the X and Y
locations of the Z data. This implies (and, frankly, this
is probably why the [XY]Range keywords don't work) that
the Z data is tied to the X and Y range vectors. I'm guessing
that in fact the Z data has nothing to do with those vectors,
but exist independently of them. That is why changing the
XRange definitely affects the X axis, but not the surface
plot itself. In fact, IDL doesn't care what *values* you
put in the X axis vector, only that it has as many elements
as the X dimension of the Z data. The scaling of the axes
and the Z data must exist totally independently of one
another.

Cheers,

David

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