
Subject: Re: rotating shade_surf plots
Posted by [davidf7203](#) on Fri, 16 Oct 1998 07:00:00 GMT
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In article <36263bc1.878871780@news1.alterdial.uu.net>,
lbryanNOSPAM@arete-az.com (Lisa Bryan) wrote:

> I am finding the az, ax, keywords in shade_surf difficult to use to
> get my plot to look exactly how I like it. Mostly because I want to
> set up my data so I am looking down the z axis, with the top of my
> data at the top of the screen, then make a slight rotation about the y
> axis. And I can't seem to do this with az, ax keywords. Can anyone
> offer a solution or tell me what I am missing?

Well, uh, mostly you are missing a true 3D system without
artificial limitations like "the Z axis must remain vertical".
This is another good argument for object graphics. Try XSurface
from my web page.

Cheers,

David

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