Subject: Re: plot (x,y,z) triplets as a surface?
Posted by Mirko Vukovic on Thu, 04 Nov 1999 08:00:00 GMT
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In article <7vrdi6$8ov$1@nnrp1.deja.com>,
  Andrew <noymer@my-deja.com> wrote:
> In article <941660333.808073@clam-55>,
>   "Mark Hadfield" <m.hadfield@niwa.cri.nz> wrote:

>
> No amount of rotation, changing aspect, etc., can switch between
> RH/LH, but there must be some clever way to REFORM the data to get RH
> or LH system? The trick is to be very sure the axis labels are
> correct at the end of it all.
>
> Thanks to those who responded. Any ideas about the RH/LH systems?
> Sometimes I mess with surfaces from a million angles, only to find
that
> the ONLY way to make them "look right" is to switch to a LH coordinate
> system. It's simple yet very powerful.
>
> Thanks in advance if you have any more thoughts.
>
Consider using the rotate function to rotate/transpose the array.
A judicious combination of that with axis reversal should give
you what you want.

Mirko

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