
Subject: Re: changing IDLgrAxis and IDLgrSurface ranges

Posted by [davidf](#) on Tue, 09 Nov 1999 08:00:00 GMT

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Todd Bowers (tbowers@nrlssc.navy.mil) writes:

> My question is in the handleMenuEvents code, how do I tell the surface
> to draw only a limited range of itself. Unfortunately there are no keywords
> like viewXRange, viewYRange, viewZRange to the setProperty method so I can
> tell it that even though the data ranges in x from 0 to 100, just
> realize the surface from 10 to 50. A very ugly solution is to pass the
> dataX, dataY, and dataZ arrays or a reference to them (can't use
> getProperty to retrieve the data), chop them up to the new ranges and stick
> these in new arrays, create a new surface, etc. Hideous.

I think the hideous choice is the only choice in this case. :-(

Cheers,

David

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