
Subject: Re: contour plots on walls of a cube
Posted by [eddie haskell](#) on Fri, 12 Nov 1999 08:00:00 GMT
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David Fanning wrote:

- > I think this has something to do with the axis rotation.
- > Notice that it does *exactly* what you want if you set
- > the AZ keyword on the Surface command to 0.

I had noticed that myself, which only added to my confusion.

Using /NOCLIP does fix the front corner problem (I should have known that) and fixes the back wall MOST of the time. For some datasets it fills the wall completely but for others it doesn't seem to make a difference. Go figure.

- > I'll bet it would work correctly if you put this into
- > object graphics. :-)

I am sure it would. I have been delaying learning object graphics as I have spent the past several weeks learning object-oriented C++ and did not want to potentially confuse myself with two new language styles at the same time (seniscanisneofabricaphobia). However, I suppose it's time to bite the bullet and give it a whirl.

Thanks,
eddie

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