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Subject: Re: Z-range

Posted by [davidf](#) on Fri, 17 Dec 1999 08:00:00 GMT

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Xiaoming XU (xu@graz.at) writes:

- > how can I set the Z range in the scale of x, y when use surface?
- > In other words, how the x,y,z be plotted in the same scale?

As Ben Tupper points out, this is going to have to be done on object graphics. IDL's normal direct graphics system is really a "two-and-a-half-D" system. As such, it forces surface plots to have artificial limitations. For example, no matter how you rotate a surface plot in direct graphics, the Z-axis must be vertical. This makes is \*impossible\* to get correct axis scaling.

But the object graphics system is not so hard. You can start with this simple surface plot from my web page and most of the work will be done for you. :-)

[ftp://ftp.dfanning.com/pub/dfanning/outgoing/idl\\_course/simple\\_surface.pro](ftp://ftp.dfanning.com/pub/dfanning/outgoing/idl_course/simple_surface.pro)

Cheers,

David

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David Fanning, Ph.D.

Fanning Software Consulting

Phone: 970-221-0438 E-Mail: [davidf@dfanning.com](mailto:davidf@dfanning.com)

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