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Subject: Re: axis-system variable for surface?  
Posted by [davidf](#) on Sat, 13 Jan 2001 16:12:17 GMT  
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Harald von der Osten-Woldenburg (hvdosten@lb.netic.de) writes:

- > my question is a rather silly one, but I am looking and looking and
- > looking for hours in the documentation for the system variables and
- > can't find it:
- >
- > I had to rotate a 3D-plot for more than 180 degrees and would like to
- > know how to correct now the position of the axis, as well to change the
- > orientation of the labels (I was just able to change the direction of
- > the ticks by changing the sign....)
- >
- > Thanks a lot for every smallest hint

I presume you are using direct graphics (I.e., the SURFACE command or something like it to set up the 3D coordinate system) here. Then my very smallest hint would be "hopeless". :-)

I really don't think you have much of a chance.

You would have more of a chance with object graphics, but even there it would not be a trivial solution. It would involve putting each axis label in its own rotating model, and then counter-rotating the model to counteract the rotation of the axis itself.

Do-able, maybe, but you would have to become more intimate with transformation matrices than I've ever managed to become. That's just a women who don't love me. :-(

Cheers,

David

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