
Subject: Re: How to move shade_surface axes?

Posted by [David Fanning](#) on Thu, 28 Feb 2002 05:27:59 GMT

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Steve Smith<steven_smith> (nobody@nowhere.com) writes:

> I'm making some surface plots using shade_surf, I would like to set the
> x,y axes on an arbitrary side of the plotting box. IDL seems to make some
> unjudicious choices about where to put these, which is really annoying! I
> can't find anything in the help pages (IDL 5.2), is there any trick or is
> this a bug? appreciate any help, thank you!

Uh, you could use object graphics. You can put the axes
anywhere you like then. :-)

FSC_Surface would be a good place to start. It
would take about 2 minutes to figure it out, probably.

http://www.dfanning.com/programs/fsc_surface.pro

Cheers,

David

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