Subject: Re: How to move shade_surface axes?
Posted by nobody@nowhere.com (S on Thu, 28 Feb 2002 16:26:05 GMT

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On Thu, 28 Feb 2002 15:37:40 -0000, Steve Smith<steven_smith>
<nobody@nowhere.com> wrote:
> On Wed, 27 Feb 2002 22:27:59 -0700, David Fanning <david@dfanning.com> wrote:
>> 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
>>> unjudicous 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.
>>
>
> OK, I'll time myself and report back ;^) ! Do I get an 'A' if it takes
> me one minute? :^)
>

two minutes, :^)!

>
> thanks David, I'll give it a try.
>

however, it requires idl 5.3 to run :(, I have been maintaining my license
up untill a few months age, but never upgraded because of the GIF issue (GIF
was removed from IDL till 5.5, correct?). I missed the boat (maintenance is
expired) to go to 5.5, but I've got the media for 5.3, is it possible
to add only the component of 5.3 that is required?
--
Steve S.

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