
Subject: Re: How to move shade_surface axes?

Posted by nobody@nowhere.com (S on Thu, 28 Feb 2002 15:37:40 GMT

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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
>> 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.

>

OK, I'll time myself and report back ;^) ! Do I get an 'A' if it takes
me one minute? :^)

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

>

> Cheers,

>

> David

> --

> David W. Fanning, Ph.D.

> Fanning Software Consulting

> Phone: 970-221-0438, E-mail: david@dfanning.com

> Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

> Toll-Free IDL Book Orders: 1-888-461-0155

thanks David, I'll give it a try.

--

Steve S.

steve@NOSPAMmailaps.org

remove NOSPAM before replying
