Subject: TV, AXIS, T3D, Coordinate Systems
Posted by bias on Tue, 04 Feb 2003 15:21:27 GMT
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Hello everybody,

I'm an idl beginner and new to this newsgroup.
And here is my little problem:

I wanted to add a z-axis to my isosurface display using the
AXIS procedure. But all i saw were some white spots at the lower
left corner of the graphics window.
So i thought this may be due to using different coordinate systems,
as i read something in David Fanning's book about 'positioning
images with normalized coordinates'. There i saw x- and y-axis
surrounding an image by simply calling PLOT with /NODATA.
So i ignored the coord. conversion, called SURFACE with /NODATA
and the axes were drawn. And when I called AXIS following SURFACE
i was very suprised to see that the z-axis was also drawn correctly.
Then i commented out the SURFACE call but the z-axis was drawn just
the same, i.e correctly, every time i ran my program.
Only when i exit idl and restart again the AXIS call produces the
spots unless i call SURFACE before. Now i am a bit confused and
hope that someone has an explanation for this strange behaviour.

Here is the relevant piece of my program:

```
S = SIZE( x )
SCALE3, XRANGE=[0,S[1]], YRANGE=[0,S[2]], ZRANGE=[0,S[3]]
SHADE_VOLUME, x, level, v, p
TV, POLYSHADE( v, p, /T3D )
;SURFACE, x[*,*,0], /NODATA, /NOERASE, /T3D ; <--- it doesn't work without?
AXIS, ZAXIS = 0, /NOERASE, /T3D
```

(i already tried /SAVE, /DEVICE etc.)

Thank You,
Tobias