
Subject: Re: Slicing a surface plot in object graphics
Posted by [David Fanning](#) on Tue, 04 May 2004 14:05:29 GMT
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Jamie Smyth writes:

> Does anyone have code that demonstrates how to have a movable xz
> and/or yz plane on an object graphics surface plot? The idea is to
> plot slices of the surface on the top/right of the surface and allow
> the user to interactively choose the locations. Unfortunately,
> starting with modified versions of fsc_surface and plot_surface, I
> haven't made it too far. Does anyone have a quick example they can
> post?

I don't know if this is what you want, but I have an example
of a surface/contour plot, where you can move the contour
up and down over the surface and see the resulting "slice".
Find it here:

http://www.dfanning.com/misc/surf_contour.pro

Cheers,

David

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