
Subject: Slicing a surface plot in object graphics

Posted by [jamiesmyth_uni](#) on Tue, 04 May 2004 13:53:58 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hi all,

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?

Many thanks,
Jamie
