
Subject: Re: simple question about axis

Posted by [aardvark62](#) on Wed, 26 May 2004 03:58:12 GMT

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Hello, Elias.

Use IDLgrPolyline, IDLgrAxis, and XOBJVIEW. You will be able to spin the result with your mouse.

-Paul Sorenson
www.paulsorenson.com

heoa@hotmail.com (elias) wrote in message

news:<e920fce6.0405251404.6913d4d9@posting.google.com>...

> hello!

> I have a simple question...though I have not been able to solve and it
> is getting on my nerves...

>

> 1. I drew my 3-D space as follows: It is a cube! Apparently I

> succeeded.

> PLOTS, [0,50], [0,0], [0,0], /T3D

> PLOTS, [0,0], [0,50], [0,0], /T3D

> PLOTS, [0,0], [0,0], [0,196], /T3D

> PLOTS, [0,50], [0,0], [196,196], /T3D

> PLOTS, [0,50], [50,50], [196,196], /T3D

> PLOTS, [0,0], [50,50], [196,0], /T3D

> PLOTS, [50,50], [50,0], [0,0], /T3D

> PLOTS, [50,0], [50,50], [0,0], /T3D

> PLOTS, [50,50], [50,50], [0,196], /T3D

> PLOTS, [50,50], [0,0], [196,0], /T3D

> PLOTS, [50,50], [50,0], [196,196], /T3D

> PLOTS, [50,50], [50,0], [196,196], /T3D

> PLOTS, [0,0], [0,50], [196,196], /T3D

>

> 2. I want to insert my 3-D axis with the z-direction down....I am

> using:

> xaxis = OBJ_NEW('IDLgrAxis', 0, RANGE=[0, 49.0], TICKDIR=1)

> yaxis = OBJ_NEW('IDLgrAxis', 1, RANGE=[0, 49.0], TICKDIR=1)

> zaxis = OBJ_NEW('IDLgrAxis', 2, RANGE=[0, 195.0], TICKDIR=1)

> But I don't see it at all!!! why? is it because I am calling SCALE 3

> afterwards??

>

> Scale3, xr=[0,49],yr=[0,49],zr=[0,195],AX=20, AZ=35

>

> 3. I want to freely rotate everything that I have in the output image

> window at the sametime with the mouse, in stead of specifying that in

> SCALE3. Is that possible?

>

>
> Thank you!!
> Elias
