
Subject: Re: bug in 'axis'?

Posted by [David Fanning](#) on Thu, 30 Jun 2005 06:16:11 GMT

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Grant W. Petty wrote:

>
> I am using IDL (Version 5.4 (linux x86)) routines 'scale3',
> 'shade_volume', 'polyshade', and 'tvscf' to render and display a 3-D
> array. I am subsequently using 'axis' to add cartesian axes to the
> rendered image.
>
> Everything works fine, PROVIDED that there is a call to 'plot' somewhere
> before the first call to 'axis'. It doesn't matter what I'm plotting or
> how things are scaled, but if I comment out the call to plot, the later
> 'axis' call renders what appears to be an axis of zero length.
>
> It's not clear to me why 'axis' should depend on a prior call to 'plot'.
> Is there a system variable that needs to be initialized before the call
> to 'axis'? Can I do this without a 'plot' call?

I don't know why this doesn't work, but clearly something
is not being set up that should be. I would replace your
SCALE3 command with this:

```
SURFACE, DIST(5), /NODATA, /SAVE, XRANGE=[0,63], $  
  YRANGE=[0,63], ZRANGE=[0,depth], XSTYLE=1, $  
  YSTYLE=1, ZSTYLE=1, CHARSIZE=1.5
```

Now you will have a 3D coordinate space and your AXIS command
will work appropriately.

Cheers,

David
