Subject: Re: plot a circle in 3d with anisotropic axes
Posted by Klemens Barfus on Mon, 15 May 2006 06:27:30 GMT

Thanks for your help, David !

Cheers,

Klemens

David Fanning wrote:
> Klemens Barfus writes:
>
>
>> I would like to plot a circle in a 3d plot [direct graphics], where the
>> axes are not isotropic. The circle should lie in the y plane. If I use
>> data coordinates I have to know the aspect ratio of z and y axis and
>> have to generate an ellipse ? In 2d I could use usersym where this
>> scaling is done automatically, but in 3d ?
>
>
> Use PLOTS with T3D keyword set.
>
>
>> How to get the ratio between the two axes ?
>
>
> ratio = (!Z.CRange[1] - !Z.CRange[0]) / (!X.CRange[1] - !X.CRange[0])
>
>
>> How to get the ellipse ?
>
>
>   http://www.analyzemath.com/EllipseEq/EllipseEq.html
>
> See, for example TVELLIPSE or TVCIRCLE in the NASA Astronomy Library.
>
> Cheers,
>
> David