
Subject: Adjusting realative Scale of Axes with Isurface
Posted by [PeterOut](#) on Mon, 21 May 2007 19:42:19 GMT
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I am using IDL 6.2 on Windows XP 5.1 (SP2).

I ther a way to adjust the scale of each of the three axes of isurface other than the painful and very CPU-intensive interactive graphics tools (green box and great ellipses). Ideally, I would like to just enter numbers like
X-Axis scale is 1.0
Y-Axis scale is 1.0
Z-Axis scale is 2.0

I find when I try to change the scale of one axis with the graphics tools, at least one other axis changes with it. I would also like to avoid the very time-consuming mouse dragging, and watching the surface change shape, when I already know the relative scales that I want.

Many thanks in advance,
Peter.
