Subject: Re: how to countor on YZ-surface
Posted by Craig Markwardt on Wed, 24 Sep 2008 16:13:50 GMT

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qunjie0111@163.com writes:

> hi:
>   After using SURFACE and /NODATA to establish 3D space,we
> countour on the XY-plane,commonly.If I want to countour a picture on
> the YZ-plane, what can I wtite in the code?

Barring some other clever suggestion, the best idea may be to extract
the contour data using the PATH_* keywords, and then plot it manually
in 3D.

Good luck!
Craig

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