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Subject: Re: !p.multi and /t3d weirdness

Posted by [Foldy Lajos](#) on Thu, 05 May 2011 18:05:09 GMT

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On Thu, 5 May 2011, David Fanning wrote:

> FÖLDY Lajos writes:

>

>> I am playing with !p.multi and /t3d and I do not understand the output.

>> Try this simple example:

>>

>> surfr

>> !p.multi=[0,2,2]

>> for j=1,4 do plot, findgen(11), /t3d

>>

>> I expected four identical plots, but got two empty plots, one truncated

>> and one correct plot. Why?

>

> You are clipping your vectors at the very edge

> of your viewplane. Set the NOCLIP keyword

> and you will see what you expect.

Thanks David, that helps.

Then am I correct that the clipping window is set up in device coordinates and is not transformed by t3d? So it does not coincide with the plot data window (the region enclosed by the X,Y axes) when t3d is used?

Normally I can clip against the plot data window, like in

```
!p.multi=[0,2,2]
```

```
for j=1,4 do plot, findgen(11), xrange=[3,7]
```

What can I do when t3d is set?

regards,

Lajos

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