
Subject: Re: Put a 2d plot and an image into a 3D coordinate system

Posted by [David Fanning](#) on Tue, 30 Aug 2011 15:57:44 GMT

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Mark Piper writes:

> I have a NG solution. Though it uses less code than OG, I had to think
> about it a bit (NG are still much newer to me than OG). I also had to
> rely on the undocumented TEXTUPDIR property to flip the labels on the Z
> axis (thanks, CT!). Please give this a try:

Are you sure it doesn't use IDL 8.2 syntax!?

Here is what happens when I try to compile this
code in IDL 8.1:

```
IDL> .compile -v 'C:\Users\David\IDLWorkspace81\Default\junk.pro'
```

```
    phiaxis = axis('y', location=[max(p.xrangle), 0.0, max(p.zrange)], $  
                  ^
```

% Syntax error.

At: C:\Users\David\IDLWorkspace81\Default\junk.pro, Line 21

```
    g = image(image, overplot=p, transparency=20)  
          ^
```

% Syntax error.

At: C:\Users\David\IDLWorkspace81\Default\junk.pro, Line 27

% 2 Compilation error(s) in module \$MAIN\$.

```
IDL> print, file_which('axis.pro')
```

% Compiled module: FILE_WHICH.

C:\Program Files\ITT\IDL\IDL81\lib\graphics\axis.pro

```
IDL> print, file_which('image.pro')
```

C:\Program Files\ITT\IDL\IDL81\lib\graphics\image.pro

Huh!?

Cheers,

David

--

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Coyote's Guide to IDL Programming: <http://www.idlcoyote.com/>

Sepore ma de ni thui. ("Perhaps thou speakest truth.")
