
Subject: axis-problem!!

Posted by [rew032](#) on Mon, 24 Feb 1997 08:00:00 GMT

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Hello!

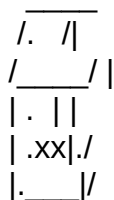
I have a problem with the axis:

I have a three-dimensional object, x,y,z-range each is going from [-2..5].

I use the default view, without changing ax, az, this means, the -2,-2,-2 corner of the virtual box around my 3dim object.

Now I try to draw the x-axis, which is at the bottom, in the back (where the xx in following "picture")

(The picture is not given with the default ax and az from IDL, but I hope you can understand nevertheless what I mean....)



I give:

axis, -2, -2, -2, /xaxis, /t3d

but nothing happens.....!!

I think, I can give in any case the x,y,z in the axis command, here -2, -2, -2, for all axis, I want to draw. Or is this wrong???

Which combinations I have to give for each of the 12 axis possibilities in the corner of the cube??

Many regards, Astrid
