
Subject: Re: Creating mesh from XYZ points
Posted by [mairan.teodoro](#) on Fri, 15 Mar 2013 13:53:12 GMT
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Hi Dick,

That's exactly what I wanted! Thanks!

Regarding the viewing, I had to use this version of your code to get the same orientation as in the PDF I sent before (note that in my code, the variable inc is equal to 41 degrees):

```
XObjView_Rotate, [1,0,0], inc-90. ; +inc around X  
XObjView_Write_Image, 'snapYvsX.png', 'png'
```

```
XObjView_Rotate, [0, 1, 0], -90 ; -90 around Y  
XObjView_Write_Image, 'snapYvsZ.png', 'png'
```

```
XObjView_Rotate, [1, 0, 0], +90 ; +90 around X  
XObjView_Write_Image, 'snapXvsZ.png', 'png'
```

With your help, I can now make the plots the way I wanted. But I still miss the axes, though. I was thinking about reading the output images from your code into a separate program to overplot the axes. This might be a workaround.

Thanks again for your help!

Cheers,
m.
