Subject: EYE property in plot3d

Posted by Myles Allen on Sat, 29 Jun 2013 11:53:56 GMT

Dear IDL experts (which I definitely am not),

I am having trouble adjusting the distance to viewer in the plot3d command. The sequence

```
t = FINDGEN(4001)/100
x = COS(t)*(1 + t/10)
y = SIN(t)*(1 + t/10)
z = SIN(2*t)

p = PLOT3D(x, y, z, /perspective)

p.eye=10
```

generates the error message:

% PLOT3D: Unknown property: EYE

Yet on the Excelis web site (http://www.exelisvis.com/docs/PLOT3D.html) I'm told

EYE
A floating-point value that specifies the distance from the eyepoint to the viewplane (Z=0). The default is 4.0. The eyepoint is always centered within the viewplane rectangle. IDL converts, maintains, and returns this data as double-precision floating-point.

I'm running 8.0.1 on a Mac, but there is no version of EYE in the Version History.

Has anyone else come across this problem? Is is just that I need to upgrade to 8.2?

Thanks very much for any help,

Myles