Subject: Re: SHADE_SURF and hiding axes
Posted by James Tappin on Thu, 27 Mar 1997 08:00:00 GMT
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R Balthazor wrote:
>
> I would be very grateful if anyone can help with the following problem.
>
> I have a surface that I wish to represent with SHADE_SURF, and then
> surround with a 'box' of axes with various annotations, using
> AXIS,XAX=0,... AXIS,XAX=1,...etc.
>
> However, the rearmost axes in the projection are drawn over the figure
> and are visible through the shaded surface, which is confusing. If I
> draw the AXIS first and then use SHADE_SURF,/NOERASE, much of the axis
> is still erased.
>
> Is there any way to hide the rearmost axes when they are not visible
> through a 'valley'?
>
> Thanks in advance,
>
> R. Balthazor.

You can do it by using the Z-buffer e.g.:

SET_PLOT, 'Z'
DEVICE, set_resolution=[640,512]   ; Or whatever

<your plotting commands i.e. the shade_surf and AXIS calls -- the order
doesn't matter>

image=tvrd()
SET_PLOT, 'X'

tv,image

--
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