Subject: SHADE_SURF and hiding axes
Posted by R.Balthazor on Mon, 24 Mar 1997 08:00:00 GMT

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.