
Subject: shade_volume

Posted by [Istvan Horvath](#) on Fri, 30 May 1997 07:00:00 GMT

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Hi Folks,

I use

```
shade_volume, float(z), 1.5, v,p, /low  
tv, polyshade(v, p, /t3d)
```

This works fine. So I got a 3D figure. My question:
How can I plot x, y and z axes?

Thanks for any help,

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