Subject: Y axis where Z axis is by default w/ surface Posted by T Bowers on Thu, 14 Oct 1999 07:00:00 GMT

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ok, simple question

in a surface plot (or shade_surf), how do I make my Y axis run down the left side like the Z axis does by default. e.g, I have an array data[] like:

-0.0 1.0 1.1 1.2 -0.5 2.0 2.2 2.5 -1.0 1.0 3.3 5.0

then I surface it with:

depth = data[0,*];1st column of data[] timeStep = [0,1,2];create values for axis values = data[1:*,*];rest of data[] surface, values, timestep, depth

I've played mercilessly with the Ax, Az keywords to rotate the damn thing, but I need an Ay to get the desired effect! I thought I could just rotate about the x axis 90 degrees with Ax keyword, but this doesn't really rotate about x, it tilts the plot toward or away from you (poor behavior IMO). Really, I just want my Y and Z axes (axes?) to switch places.

Can someone be my savior, please before I resort to extreme violence in the workplace?

thanks.

Subject: Re: Y axis where Z axis is by default w/ surface Posted by davidf on Fri, 15 Oct 1999 07:00:00 GMT View Forum Message <> Reply to Message

David Fanning (davidf@dfanning.com) writes:

- > Once you have the 3D transportation matrix the way you
- > want it, you apply it to the SURFACE command by setting
- > the T3D keyword there. But nothing I do can get what
- > you want.

Got the airline schedule on the brain. Of course, "transportation matrix" should have been "transformation matrix". Holy moly!

David

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Coyote's Guide to IDL Programming: http://www.dfanning.com/

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Subject: Re: Y axis where Z axis is by default w/ surface Posted by T Bowers on Mon, 18 Oct 1999 07:00:00 GMT View Forum Message <> Reply to Message

[snip]

- > Have you played with something like my object graphics
- > XSURFACE program with your data to see if you can get
- > the rotation you desire there?

http://www.dfanning.com/programs/xsurface.pro >

>

I'm headed there now. You're just gonna force me to use object graphics, aren't you? Might as well start digging in.

Thanks alot, David.