
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
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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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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
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[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.
