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Subject: Re: changing IDLgrAxis and IDLgrSurface ranges

Posted by [T Bowers](#) on Tue, 09 Nov 1999 08:00:00 GMT

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uhhhh... that's not the answer you're supposed to give. :)

t

David Fanning <davidf@dfanning.com> wrote in message  
news:MPG.1291f80a9a1a6869989953@news.frii.com...

> Todd Bowers (tbowers@nrlssc.navy.mil) writes:

>

>> these in new arrays, create a new surface, etc. Hideous.

>

> I think the hideous choice is the only choice in this case. :-(

>

> Cheers,

>

> David

>

> --

> David Fanning, Ph.D.

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

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Subject: Re: changing IDLgrAxis and IDLgrSurface ranges

Posted by [davidf](#) on Tue, 09 Nov 1999 08:00:00 GMT

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Todd Bowers (tbowers@nrlssc.navy.mil) writes:

> My question is in the handleMenuEvents code, how do I tell the surface  
> to draw only a limited range of itself. Unfortunately there are no keywords  
> like viewXRange, viewYRange, viewZRange to the setProperty method so I can  
> tell it that even though the data ranges in x from 0 to 100, just  
> realize the surface from 10 to 50. A very ugly solution is to pass the  
> dataX, dataY, and dataZ arrays or a reference to them (can't use  
> getProperty to retrieve the data), chop them up to the new ranges and stick  
> these in new arrays, create a new surface, etc. Hideous.

I think the hideous choice is the only choice in this case. :-(

Cheers,

David

--

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