Subject: How to move shade_surface axes?
Posted by nobody@nowhere.com (S on Thu, 28 Feb 2002 00:34:33 GMT

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I'm making some surface plots using shade_surf, I would like to set the
x,y axes on an arbitrary side of the plotting box. IDL seems to make some
unjudicous choices about where to put these, which is really annoying! I
can't find anything in the help pages (IDL 5.2), is there any trick or is
this a bug? appreciate any help, thank you!

--
Steve S.

steve@NOSPAMmailaps.org
remove NOSPAM before replying

Subject: Re: How to move shade_surface axes?
Posted by nobody@nowhere.com (S on Thu, 28 Feb 2002 16:26:05 GMT

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On Thu, 28 Feb 2002 15:37:40 -0000, Steve Smith<steven_smith>
<nobody@nowhere.com> wrote:
> On Wed, 27 Feb 2002 22:27:59 -0700, David Fanning <david@dfanning.com> wrote:
>> Steve Smith<steven_smith> (nobody@nowhere.com) writes:
>>
>>> I'm making some surface plots using shade_surf, I would like to set the
>>> x,y axes on an arbitrary side of the plotting box. IDL seems to make some
>>> unjudicous choices about where to put these, which is really annoying! I
>>> can't find anything in the help pages (IDL 5.2), is there any trick or is
>>> this a bug? appreciate any help, thank you!
>>
>> Uh, you could use object graphics. You can put the axes
>> anywhere you like then. :-)
>>
>> FSC_Surface would be a good place to start. It
>> would take about 2 minutes to figure it out, probably.
>>
>
> OK, I'll time myself and report back ;^) ! Do I get an 'A' if it takes
> me one minute? :^)
>

two minutes, :^)!

>
> thanks David, I'll give it a try.
>

however, it requires idl 5.3 to run :(, I have been maintaining my license
up untill a few months age, but never upgraded because of the GIF issue (GIF
was removed from IDL till 5.5, correct?). I missed the boat (maintenance is
expired) to go to 5.5, but I've got the media for 5.3, is it possible
to add only the component of 5.3 that is required?
--
Steve S.

steve@NOSPAMmailaps.org
remove NOSPAM before replying

Subject: Re: How to move shade_surface axes?
Posted by David Fanning on Thu, 28 Feb 2002 16:54:54 GMT
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Steve Smith<steven_smith> (nobody@nowhere.com) writes:

> however, it requires idl 5.3 to run :(, I have been maintaining my license
> up untill a few months age, but never upgraded because of the GIF issue (GIF
> was removed from IDL till 5.5, correct?). I missed the boat (maintenance is
> expired) to go to 5.5, but I've got the media for 5.3, is it possible
> to add only the component of 5.3 that is required?

Oh, just remove that check from the code. The program
will run in IDL 5.3. I just used some useful PRINTER
keywords that were introduced in IDL 5.4. So, as long
as you don't want to print anything... :-)

Cheers,

David

P.S. You *can* print, you will just have to work
around those darn useful keywords.

--
David W. Fanning, Ph.D.
Fanning Software Consulting
Phone: 970-221-0438, E-mail: david@dfanning.com
Coyote's Guide to IDL Programming: http://www.dfanning.com/
Toll-Free IDL Book Orders: 1-888-461-0155