
Subject: Frustrated with SURFACE,/HORIZONTAL
Posted by [dball](#) on Wed, 03 Aug 1994 19:08:59 GMT
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I'm having a problem using SURFACE with the /HORIZONTAL keyword.
I posted this question earlier, but got no solution. A VNI rep.
acknowledged that it was a problem and gave me the standard answer (MINR).

What I'm trying to do is, instead of drawing a grid on the surface draw
only the grid lines parallel to, for example, the y axis. The
HORIZONTAL keyword does this, but it "decides" which axis based
the orientation of the plot (determined by the AX and AZ keywords).
It is supposed to draw the lines that are more parallel to the screen.
As far as I can tell this is computed incorrectly when the two side
dimensions are different, e.g. a 1000x30 array (as I have). I want it to always
draw the lines parallel to a certain axis. I don't see a way to do
this, and I can't seem to make it come out the way I want. waah waah.
To add insult to injury this seems to work on the Sun version.
(I'm using PV-WAVE Advantage 4.0 on an HP 735)

In any case, it seems that it should be possible to generate the
plot I want manually with T3D or SURFR, and OPLLOT with the /T3D option.
The only problem is hidden line removal, which isn't all that hard
because all of your polygons are parallel, but....
Has anybody done this? You could almost call this a waterfall plot.
I guess I would say 3D stacked line plot. Anybody have any
idea what I'm talking about?

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