
Subject: Re: how to countour on YZ-surface
Posted by [Craig Markwardt](#) on Wed, 24 Sep 2008 16:13:50 GMT
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qunjie0111@163.com writes:

> hi:
> After using SURFACE and /NODATA to establish 3D space,we
> countour on the XY-plane,commonly.If I want to countour a picture on
> the YZ-plane, what can I wтите in the code?

Barring some other clever suggestion, the best idea may be to extract the contour data using the PATH_* keywords, and then plot it manually in 3D.

Good luck!
Craig

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Craig B. Markwardt, Ph.D. EMAIL: cbmarkwardt+usenet@gmail.com

Subject: Re: how to countour on YZ-surface
Posted by [MarioIncandenza](#) on Thu, 25 Sep 2008 18:09:15 GMT
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Well, if Craig's manually intensive solution is the best forthcoming (and should work quite well, really), I'll throw in another one: just generate the figure sideways. Here is the thread where David Fanning explains the magic needed to get the labels oriented correctly:

http://groups.google.com/group/comp.lang.idl-pvwave/browse_thread/thread/ec3b389e0249b188/17142367fce5590c?lnk=gst&q=rotate+labels#17142367fce5590c

I was very surprised to see that the ORIENTATION keyword accepted by XYOUTS can not be used in AXIS or PLOT.

Subject: Re: how to countour on YZ-surface
Posted by [qunjie0111](#) on Sat, 27 Sep 2008 08:57:54 GMT
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Thanks Craig B. Markwardt.I'll try.

Subject: Re: how to count on YZ-surface
Posted by [qunjie0111](#) on Sat, 27 Sep 2008 08:59:54 GMT
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Thanks Ed Hyer.
