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Subject: EYE property in plot3d  
Posted by [Myles Allen](#) on Sat, 29 Jun 2013 11:53:56 GMT  
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Dear IDL experts (which I definitely am not),

I am having trouble adjusting the distance to viewer in the plot3d command. The sequence

```
t = FINDGEN(4001)/100
x = COS(t)*(1 + t/10)
y = SIN(t)*(1 + t/10)
z = SIN(2*t)
```

```
p = PLOT3D(x, y, z, /perspective)
```

```
p.eye=10
```

generates the error message:

```
% PLOT3D: Unknown property: EYE
```

Yet on the Excelis web site (<http://www.exelisvis.com/docs/PLOT3D.html>) I'm told

EYE

A floating-point value that specifies the distance from the eyepoint to the viewplane (Z=0). The default is 4.0. The eyepoint is always centered within the viewplane rectangle. IDL converts, maintains, and returns this data as double-precision floating-point.

I'm running 8.0.1 on a Mac, but there is no version of EYE in the Version History.

Has anyone else come across this problem? Is it just that I need to upgrade to 8.2?

Thanks very much for any help,

Myles

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Subject: Re: EYE property in plot3d  
Posted by [Phillip Bitzer](#) on Sun, 30 Jun 2013 19:29:55 GMT  
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Works for me in 8.2.2:

```
IDL> print, !version
{ x86_64 darwin unix Mac OS X 8.2.2 Jan 23 2013    64    64 }
```

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Subject: Re: EYE property in plot3d  
Posted by [Mark Piper](#) on Mon, 01 Jul 2013 15:14:40 GMT  
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On Saturday, June 29, 2013 5:53:56 AM UTC-6, Myles Allen wrote:

>  
> I'm running 8.0.1 on a Mac, but there is no version of EYE in the Version History.  
>

Hi Myles,

We added the EYE property in 8.2.2. I see that it isn't listed in the version history, though; I'll make sure this gets fixed.

mp

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