
Subject: Re: xrange,yrange and zrange in surface
Posted by [Andy Loughe](#) on Tue, 23 Jul 1996 07:00:00 GMT
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Mirko Vukovic wrote:

>
> When I apply the xrange, yrange or zrange keywords in the surface
> function, the surface plot overflows the boundaries of the plot. What
> does one do about that?

I am not a "surface" expert, but it sounds like the values you have used to specify these ranges are too small. What about using the xstyle, ystyle, zstyle keywords? The first two of these always works for me with plot or contour.

--

Andrew F. Loughe afl@cdc.noaa.gov
University of Colorado, CIRES http://cdc.noaa.gov/~afl
Campus Box 449 phn:(303)492-0707
fax:(303)497-7013
Boulder, CO 80309-0449 "He who laughs last thinks slowest!"

Subject: Re: xrange,yrange and zrange in surface
Posted by [hahn](#) on Wed, 24 Jul 1996 07:00:00 GMT
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Mirko Vukovic <mirko.vukovic@grc.varian.com> wrote:

> When I apply the xrange, yrange or zrange keywords in the surface
> function, the surface plot overflows the boundaries of the plot. What
> does one do about that?

The keywords [xyz]range work differently in 2D and 3D while the primary effect is the same: They tell what to write at the origin and the end part of the axes. Nothing more! Of course, IDL obeys the axis labeling and adjusts the line/surface drawing accordingly:

When drawing contour lines and you specify xrange=[min_val, max_val] the contour lines will not extend over the plot area which is setup by the axis box.

A simple 2D example:

```
dat = dist(50)
contour, dat
window, 1
```

```
contour, dat, xrange=[8,22]
window, 2
contour, dat, xrange=[8,22], xstyle=1
```

In window 0 you'll see the entire contour while in window 1 clipping of the contour lines occur at [5,25]. IDL rounds the "odd" interval <8,22> to nice numbers. With xstyle=1, as shown in window 2 the rounding is suppressed.

In 3D, however, no limiting occurs! Try

```
window, 3
surface, dat, xrange=[8,22]
```

The flying carpet is clipped at the window border!
If you want to have the data clipped you need to call `slicer.pro`
Of course, `slicer` need volume data, so if you have a simple surface, you need to make a very thin volume of your data

> --

```
> Mirko Vukovic, Ph.D.      mirko.vukovic@grc.varian.com
> Varian Research Center   Phone: (415) 424-4969
> 3075 Hansen Way, M/S K-109 Fax: (415) 424-6988
> Palo Alto, CA 94304-1025
```

Hope this helps
Norbert
