Subject: axis-problem!!
Posted by rew032 on Mon, 24 Feb 1997 08:00:00 GMT

Hello!

I have a problem with the axis:
I have a three-dimensional object, x,y,z-range each is going from [-2..5].
I use the default view, without changing ax, az, this means, the -2,-2,-2
corner of the virtual box around my 3dim object.

Now I try to draw the x-axis, which is at the bottom, in the back (where the xx
in following "picture")
(The picture is not given with the default ax and az from IDL, but I hope you
can understand nevertheless what I mean....)

```
      _____
    /.   /|
   /____/ |
   | .  ||
   | .xx|./
   |.___|/
```

I give:

axis, -2, -2, -2, /xaxis, /t3d

but nothing happens......!!

I think, I can give in any case the x,y,z in the axis command, here -2, -2, -2, for
all axis, I want to draw. Or is this wrong???

Which combinations I have to give for each of the 12 axis possibilities in the corner
of the cube??

Many regards, Astrid