
Subject: 3d axes & perspective

Posted by [Alvaro Ivanoff](#) on Sun, 14 Dec 1997 08:00:00 GMT

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Hello,

I would like to be able to create 3d axes with a perspective to give it more of a 3d look. The following simplified example demonstrates the problem I am encountering.

```
pro test
  create_view, az=(20), ay=(0), ax=(-70), zoom=.45, persp=.6
  plot_3dbox, indgen(2), indgen(2), indgen(2)
end
```

This example works fine, except for the following error message that is produced.

```
; % SURFACE: Illegal 3D transformation.
```

Because I'm using similar code in a loop for an animation, the message is being constantly printed out which doesn't look good and is probably slowing down the animation itself. Is there a better way of doing this?

I've seen the example on how to create 3d axes on David Fanning's website, but it also uses the surface procedure and results in the same error message when I try to manipulate the perspective. The create_view procedure consists of a series of t3d commands. It is the last of these, which moves the origin back to the center of the viewport, that seems to cause the error message to occur. Again, the only problem is the error message that is produced when adding perspective to the 3d axes.

Any suggestions would be appreciated, thanks.

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