
Subject: Re: supress axes

Posted by [davidf](#) on Sat, 09 Jan 1999 08:00:00 GMT

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Mike Schienle (mgs@ivsoftware.com) writes:

> The [xyz]styles are bitwise. This ought to do what you're looking for.

>

> IDL> shade_surf, data, xstyle=5, ystyle=5, zstyle=5

Uh, just for those of us who are a little confused by computer jargon, "bitwise" means the values can be added together. For example:

; To turn an axis off.

Plot, data, XStyle=4

; To make an axis an exact length.

Plot, data, XStyle=1

; To turn an axis off AND make it an exact length.

Plot, data, XStyle = 4 + 1

As the values are added together, certain bits get set. These bits tell the program what to do. :-)

Now, back to your regularly scheduled program...

Cheers,

David

--

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

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Subject: Re: supress axes

Posted by [mgs](#) on Sat, 09 Jan 1999 08:00:00 GMT

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In article <36969b38.19631047@news1.alterdial.uu.net>,

lbryanNOSPAM@arete-az.com (Lisa Bryan) wrote:

> Hello all,
>
> I want to suppress the axes on a shade_surf plot. I see that I can use
> [xyz]style = 4 to do this, but I am currently using [xyz]style = 1 to
> force my axes to a certain start and stop value. So when I set
> [xyz]style = 4, my axes' lengths revert to IDL's defaults which is
> undesirable. Is my only option creating a new set of axes to match
> the old axes from shade_surf with the AXIS procedure and set these
> to the background color (which seems a pain) or is there something
> simpler I am missing?

The [xyz]styles are bitwise. This ought to do what you're looking for.

IDL> shade_surf, data, xstyle=5, ystyle=5, zstyle=5

--

Mike Schienle
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Subject: suppress axes

Posted by [lbryanNOSPAM](#) on Tue, 12 Jan 1999 08:00:00 GMT

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Hello all,

Excuse me if this is a repost. I'm not sure if it made it through.

I want to suppress the axes on a shade_surf plot. I see that I can use
[xyz]style = 4 to do this, but I am currently using [xyz]style = 1 to
force my axes to a certain start and stop value. So when I set
[xyz]style = 4, my axes' lengths revert to IDL's defaults which is
undesirable. Is my only option creating a new set of axes to match
the old axes from shade_surf with the AXIS procedure and set these
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simpler I am missing?

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