

## **Limits**

### **Display Min/Max**

You can manually change any of these values to modify the display. To modify Min/MaxZ you must first deselect the arrow pointing from Data Min/Max.

### **Data Min/Max**

These values represent the min/max Z values for the current data set. If you select the '<-' arrow, the display min/max Z values will automatically be updated when you zoom.

**Zoom In** will zoom in around the center of the current display by a fixed amount.

**Zoom Out** zooms out around the center of the current display.

**Freeze** toggles whether or not the 3d view will spin on its own.

### **Ticks**

Changes here affect the start, spacing and display format of tick marks and labels (if enabled). If the arrow from Data M/M is on, these values

will be updated automatically to produce 5 or 6 tick marks on each axis. Deselect it if you want to make manual adjustments.

Format strings are in standard printf notation. For those of you who aren't familiar with this, there are 3 parts. The number before the '.' represents the total length of the displayed number. The number after the dot is the number of digits to use after the decimal place. The final letter should be 'e' for display in exponential form, 'f' for non-exponential form, or 'g' for the program to try and pick the best format. Leave the % intact.

**Distance** allows you to adjust the apparent size of the plot within the window.

**Aspect** allows you to adjust the z vs x/y size ratio of the plot. That is, you can use it to flatten your plot vertically. If you then expand the plot with the Distance slider, you can give your data a wide flat appearance.