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Subject: Re: 3D imaging/rotation  
Posted by [David Foster](#) on Thu, 25 Mar 1999 08:00:00 GMT  
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Mark McGillion wrote:

>  
> Hi all,  
>  
> I have some 3D data (3 principal components) that I have initially  
> plotted using the plot\_3dbox procedure. This gives me a nice view of my  
> data, however, I would like to be able to drag and rotate the plot using  
> my mouse to give a better view of the separation of the data points.  
>  
> I have examined the code on the v5.1 distribution to see how the  
> demo->visualisation->3DGeometry code works. It appears that I need to  
> use a DRAW WIDGET with an XMANAGER callback loop. I am in the process of  
> coding this now.  
>  
> My problem is that I do not know how to draw my 3D data to the DRAW  
> WIDGET. Do I use plot\_3dbox again or use some other method? Once I have  
> done this, I should be able to proceed but this is holding me up.  
>  
> Any help would be appreciated, especially example code if you have it.

Mark -

Yes, you can use

WIDGET\_CONTROL, wid\_draw\_id, get\_value=window

to get the window ID for the draw widget window, and then just  
use plot\_3dbox with that window.

You might want to take a look at the code for CW\_ARCBALL.PRO,  
as this is similar to what you would like to do (eg. dragging  
and rotating an object interactively).

Dave

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