
Subject: Re: Object graphic 3d Scatterplot
Posted by [davidf](#) on Thu, 23 Mar 2000 08:00:00 GMT
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Andrej Gapelyuk (gapelyuk@fvk-berlin.de) writes:

- > Thanks a lot for everyone who help me to understand how to produce scatter plot
 - > in object graphic, especially for nice example from David. It works fine and
 - > fast for my data sets (several hundreds). The only disadvantage which I can see
 - > that all symbols are flat and non symmetrical in 3d, I would be prefer small
- > already not so important.

As a matter of fact, it should be possible to use *ANY* kind of symbol you like, including 3D symbols (e.g. little shaded spheres), since the "value" of the DATA keyword for the symbol object can in fact be another model object. (Or so I am told by someone who should know.) The model can, of course, contain any valid object hierarchy.

I may not have a chance to test this, since I'm off to Europe today to teach an object programming course. But you can bet that by the time I land on the other side of the pond I'll have a new programming exercise for my class. :-)

Cheers,

David

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