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Subject: Re: Object graphic 3d Scatterplot  
Posted by [davidf](#) on Wed, 22 Mar 2000 08:00:00 GMT  
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I wrote few minutes ago:

> I'm quite sure this is something stupid on my part, but  
> it always seems to happen to me when I am really SUPPOSE  
> to be doing something entirely different.

Well, it was something stupid, to be sure. :-(

Anyway, here is my modified Simple\_Surface program,  
lightly modified to show a 3D scatterplot in object  
graphics:

`ftp://ftp.dfanning.com/pub/dfanning/outgoing/idl_course/scatter_surface.pro`

I started out with 32 points, bumped it up to 320 points without  
difficulty. Then tried 3200 points. This slowed down quite  
a bit, but I don't think the performance is totally unsatisfactory  
even with this number of points. (And with this number of points,  
the data is probably better viewed some other way anyhow, since  
this is WAY too many points to visualize individually.) The  
program as written shows 150 points and works great.

IDL> Scatter\_Surface

Cheers,

David

P.S. Let's just say I'm reading Martin's latest post  
in a new light now. :-)

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