
Subject: Re: 3D Plot Manipulation

Posted by [Mark Hadfield](#) on Fri, 21 Jul 2000 07:00:00 GMT

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3 consecutive follow-ups to my own post! This must be some kind of record.

This time I want to point out that object graphics scatter lots were discussed in a thread on this group in March this year, under the heading "Object graphic 3d Scatterplot". Looking at this thread I see immediately that I have been re-inventing a pretty fundamental sort of wheel because I failed to notice that IDLgrPolyline objects--as well as IDLgrPlot objects--can have symbols attached to them. An IDLgrPolyline, with attached SYMBOLS and LINESTYLE = 6 (invisible), is the obvious graphics atom to use for a scatter plot.

Oh well...

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