
Subject: Re: 3D Plot Manipulation

Posted by [Mark Hadfield](#) on Thu, 20 Jul 2000 07:00:00 GMT

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"Hugh Crowl" <hugh@astro.wesleyan.edu> wrote in message
news:3975F68E.310C29A1@astro.wesleyan.edu...

- > surf_track appears to be close to what I want, but it still appears to only
- > be able to handle surfaces. My trouble is that I only have points; not a
- > surface. In fact, I would like their to be axes on my graph as I rotate it.
- > Similar to the thunderstorm demo, but with points as opposed to surfaces.

Well, I have a set of fairly general object classes (MGHgrWindow, MGHgrGraph3D) that can do what you want. if you want to try them, go to <http://katipo.niwa.cri.nz/~hadfield/gust/software/idl/>, download MARKS_ROUTINES.tar.gz

or MARKS_ROUTINES.zip and unpack it. Then run mgh_example_scatter (which I just wrote). All being well you should get a window showing cloud of points (with Gaussian random number positions) plotted on a graph with a set of axes. You can rotate, translate or scale the graph.

The only problem with this program is that the points are represented in a quick, dirty & inefficient way, each point being an IDLgrPlot object with a single data point and a symbol. Once you get beyond the 300 points or so in this example, performance becomes very slow. I will think about how to improve it.

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