Subject: Re: 3D Plot Manipulation
Posted by promashkin on Wed, 19 Jul 2000 07:00:00 GMT
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Exactly what you want is probably out there; it is up to you to locate
it or use existing code that is *close* to what you need, to rig up
exactly what you need, on your own. Check out David Fanning's site,
you might find something like what you want. I would just notice that
having existing object code that is *almost* what you need, is *exactly*
what I'd dream of, because adding your own things is very easy once you
have all coordinate conversions already established for you.
As a matter of fact, I just tried and surf_track does indeed handle a
random 2D array. What is a "surface", anyway, besides being a number of
coordinates, i.e. a 2D array?
You can easily add axes to the surf_track code and this will be *closer*
to what you want. Insert the following at the line 425 of surf_track.pro:

```
my_x = obj_new('IDLgrAxis', 0, color=[255, 255, 255], range=[0, xMax], $
 XCOORD_CONV=xs, YCOORD_CONV=ys, ZCOORD_CONV=zs)
my_y = obj_new('IDLgrAxis', 1, color=[255, 255, 255], range=[0, yMax], $
 XCOORD_CONV=xs, YCOORD_CONV=ys, ZCOORD_CONV=zs)
my_z = obj_new('IDLgrAxis', 2, color=[255, 255, 255], range=[zMin,
zMax], $
 XCOORD_CONV=xs, YCOORD_CONV=ys, ZCOORD_CONV=zs)
oGroup->Add, my_x
oGroup->Add, my_y
oGroup->Add, my_z
```

Then, type on command line:

```
surf_track, findgen(20, 20)
```

and you will be able to see and rotate this array with axes. Replace
findgen(20, 20) with your own data, and that should do it.
I would also suggest setting background to white, because it is hard to
see points on the black background.
Try to explore the droplists on surf_track - the one on the left has
"POINT" style and will display points at the nodes of the array.
Cheers,
Pavel

Hugh Crowl wrote:
>
> 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.

>
> Thanks,
> Hugh