
Subject: Re: 3D Plot Manipulation

Posted by [promashkin](#) on Wed, 19 Jul 2000 07:00:00 GMT

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Hugh,

Manipulating 3D data as you say is not simple and will require preferably using object graphics or, at least, some creative widget programming. However, IDL comes with an object graphics demo code called "surf_track.pro" (in IDL\Examples\Objects directory) that you can call with your own data set and rotate the 3D model using the mouse:

```
surf_track, my_z_data
```

or, to see built-in data, simply type

```
surf_track
```

where my_z_data is your own, (regularly spaced) 2D Z-data set. If you don't get the result you want immediately, at least surf_track will get you started. You can then modify the data input, include irregular spacing handling, etc.

Cheers,

Pavel

Hugh Crowl wrote:

>

> I'm a bit of an IDL newbie, and have mainly just used it to do the basic
> things that it was meant to do (i.e. plotting points and a little 3D
> graphing). What I've been working on recently is using the "plot_3dbox"
> routine to plot points in three dimensions. What I would like to do
> would be to be able to plot stuff in three dimensions and then grab it
> with the mouse and rotate it around (like the IDL demo). I suspect that
> there is probably a fairly simple widget out there that would take the
> data as input and let me do this. In addition, a flythrough the data
> would be nice, but it's not as important as 3D rotation.

>

> Thanks in advance!

>

> -Hugh
