
Subject: Re: Object graphics color scattergram
Posted by [davidf](#) on Thu, 14 Jun 2001 04:35:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

Jeffrey R. Hall (jeffrey.r.hall@jpl.nasa.gov) writes:

>
> In IDL object graphics, how does one do a scatter plot where
> the points are colored by some set of values? Here is an
> example using direct graphics:
>
> DEVICE,PSEUDO=8
> seedx = !pi
> seedy = !pi ^ 2
> x = BYTSCL(RANDOMU(seedx, 100, GAMMA=1))/255.0
> y = BYTSCL(RANDOMN(seedy, 100, GAMMA=1))/255.0
> z = BYTE(x * 255)
> LOADCT,15
> PLOTS,x,y,COLOR=z,PSYM=1,LINestyle=6
>
> I have tried IDLgrPlot with and w/o IDLgrSymbol, and also
> IDLgrPolyline. Lines can be colored, even faded from one
> vertex to the next. But if the lines are omitted then no
> points are drawn, and if IDLgrSymbol is used then they are
> all the same color.
>
> Plus, I need this to be in 24 bit color rather than PSEUDO=8.

I think you just didn't happen onto the correct sequence
of polylines and symbols. Here is an example of an
object graphics scatterplot that I cobbled together
some time ago from my SIMPLE_SURFACE code.

ftp://ftp.dfanning.com/pub/dfanning/outgoing/misc/scatter_surface.pro

Cheers,

David

--

David Fanning, Ph.D.
Fanning Software Consulting
Phone: 970-221-0438 E-Mail: davidf@dfanning.com
Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
Toll-Free IDL Book Orders: 1-888-461-0155
