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Subject: Re: in search of plotting object

Posted by [Pavel A. Romashkin](#) on Fri, 25 Jan 2002 18:37:24 GMT

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One starting point I know of is David's MPI\_PLOT. Another is my DISPLAY. DISPLAY already has complete 2D plotting functionality. If you want volume rendering, just add your own volume object and lights to one of the DISPLAY's models. Saving and restoring is already present, as well as printing (a little glitchy but it was never a priority to me) and clipboard copying.

<http://spot.colorado.edu/~romashki/idl/display.html>

Cheers,

Pavel

"Steve Smith" wrote:

>  
> Hi-  
> First, let me confess: I've been a direct graphics IDL'r since IDL 4.x, and  
> I've yet to change my ways. I am not a full-time developer, but a scientist  
> / user-developer (I write the code I need and can't buy). For volume XY plott  
> -ing, I usually use Origin. One of the nice things about Origin is that you  
> can save graphs and later go back and edit them or add to them. This feature  
> has to do with the way graphs are represented in memory, as objects (correct?).  
> The various features of a particular graph must be stored as properties of a  
> more general plot object (again, step in if I'm way off) understood by Origin,  
> each particular graph could then be saved as a particular instance of this  
> more general object, which could then be realized at will and modified, printed  
> and saved for later work, yes? I'm pretty confident that such functionality  
> could be added to an IDL app, and probably already has been. So my question is,  
> where is a good starting point? Has this app been written or do I really need  
> to start with more primitive objects and put together my own routine?  
>  
> --  
> Steve S.  
>  
> [steve@NOSPAMmailaps.org](mailto:steve@NOSPAMmailaps.org)  
> remove NOSPAM before replying

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