Subject: Draw a point in 3D graphic object ?

Posted by xavier.presseq on Thu, 18 Apr 2002 08:21:19 GMT

Hello,

Since one month I use IDL, but I have a basic problem with object.
I know how make Surface, Volume with a graphic object but I just want
draw a point in 3D, and I don't know do this.
I have try with IDLgrPolyline and IDLgrSymbol but, I must draw 5000
points and rotate or move this object become very slow.
It's faster for mouvement with IDLgrPolygone but my computer take 30s
to build the object in memory before draw it.
I don't use IDLgrPlot because i need points in 3D, I build a 3D
histogram.

How do you do to draw a point in a 3D graphic object?
How do you do to draw greater than 5000 points in a graphic objects?

Thank you,
Xavier

Sorry for my bad english
This groups is very good and interesting to learn IDL