Subject: Re: drawing a single point in 3-D
Posted by lyubo on Tue, 11 Feb 2003 19:53:38 GMT
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I'll go with the polyline. Thanks Rick.

 Lyubo

"Rick Towler" <rtowler@u.washington.edu> wrote in message
news:b2bfmj$184m$1@nntp6.u.washington.edu...
>
> "lyubo" wrote in message ...
>
>> How do I draw a single point in 3D?
>
> AFAIK you can't just plot a single point but you have a few options.
>
> The simplest would be to use IDLgrPolyline along with IDLgrSymbol. Set
your
> linestyle to 6 (no line) and set the SYMBOL keyword to an instance of
> IDLgrSymbol. The built in symbols are 2d, but you can roll your own 3d
> symbols. I would assume you can use VERT_COLORS to color the points
> accordingly.
>
>
>> I have to display a large number of points in 3-D and using a polyline
>> (or texture mapped polygons) isn't an option. Is there any other way?
>
> Since you need to display a "large" number of points I think polyline is
the
> only way to go. If you create your own symbol, keep the number of verts
as
> low as possible. A cube symbol will probably look like a dot at the scale
> you will be drawing it at.
>
> The only other option would be using IDLgrPolygon to represent a point.
For
> a large number of points this is a less than optimum approach as too many
> atoms in the graphics tree slow the drawing process considerably.
>
> -Rick
>
>