
Subject: Re: drawing a single point in 3-D

Posted by [Rick Towler](#) on Tue, 11 Feb 2003 18:30:10 GMT

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"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
