3D Scatter plots in IDL are easy. I typically use a "surface /nodata ..."
call to set up the t3d matrix based on user specified rotations, scales
etc. Then one can use the "plots /t3d PSYM= ..." command with the x,y,z
values. A simple version of the above would only take two lines of code.
I typically assign different colors to each data set being plotted.
I don't have a way to interactively rotate. For the data set I use,
I wrote a short routine which does the above and then I
call it repeatedly until I get the perspective that looks best.
The code assumes a lot about the data which is passed in structures
so it would not be useful to others.

If anyone has a better way I'd like to know about it as the above method
was my quick & dirty approach to the problem.

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. . .__.          The opinions expressed herein are soley
|\./| !__!  Michael Plonski      those of the author and do not represent
|  || "plonski@aero.org"     those of The Aerospace Corporation.

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