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Subject: Re: map\_set, !map, !x, !p.position (and behind this curtain, !x.\*)

Posted by [K. Bowman](#) on Fri, 24 Mar 2006 15:48:43 GMT

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In article <1143160689.240554.60510@g10g2000cwb.googlegroups.com>, "Ed Hyer" <ejhyer@gmail.com> wrote:

> I will never use object graphics-- NEVER!

Well, until you need to do interactive 3-D graphics, in which case object graphics are really the only solution.

I have not been a fan of the iTools, in particular, but they are improving (although the documentation is still rather opaque).

This is pretty slick:

```
n = 10000
b = 1.0
eps = 0.5
x = RANDOMN(seed, n)
y = b*x + eps*RANDOMN(seed, n)
z = b*x + eps*RANDOMN(seed, n)
iPlot, x, y, z, /SCATTER, /NO_SAVEPROMPT
```

Real, 3-D, interactive scatterplots (among other things).

Plus, you can save the visualization as a .isv file. Anyone with IDL can open it and view the visualization interactively.

Printing remains a real problem, though. I can capture a bitmap of the screen, but I have never been able to create a usable Postscript file from an iTool. (I can send it to the printer, but that is not much use for creating publications.)

Ken Bowman

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