
Subject: Re: this might be a stupid question
Posted by [David Fanning](#) on Thu, 06 Apr 2006 22:11:39 GMT
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ChiChiRuiz@gmail.com writes:

```
> here's how i code it
>
> pro main
> open/read files
> get x, y, z arrays
> scatter_surface, x, y, z
> end
>
> when i run main.pro, it did not work, but when i go to command prompt
> IDL> scatter_surface
> it works fine
```

Ah, well, one always hopes it works with the example data. :-)

Now, with **real** data you begin to appreciate the complexities of object graphics. I'd guess that the radius of the orbs is going to be tied, somehow, to the data range. If you use a data range dissimilar to the one I used in the example, it is possible that the orb shrinks to such a small size you can't see it, or to such a large size that you are inside it. In either case, you are probably hosed.

Just for kicks, I'd change the ORB radius in Scatter_Surface and hope you see something with your data. The BIG problem with object graphics is that **everything** is possible, including all those things that are dumb, stupid, or just plain useless. Change it by at least an order of magnitude or so. If you change it enough, we might begin to get a clue to what is going on.

Cheers,

David

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