Subject: Re: large 3D array plot
Posted by adisn123 on Fri, 18 Aug 2006 16:21:30 GMT
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I'm using linux/unix with remote X.
And, when I said "(3, 210,000)", I meant 3 columns and 210,000 rows,
thus 210,000 data points.
These points plot a galactic image(stars, galaxies, clouds,...)
I'm using symbols of spheres with linestyle = 6 thus, it does not
connect each
individual point, but rather show as points of spheres.
I'm not sure what graphics card installed on my machine.

How do I check those in my command line?

Rick Towler wrote:
> What platform? Processor speed? If linux/unix are you using remote X?
>   And when you say "(3, 210,000)" do you mean you have 210,000 data
> points? What are you plotting (cloud, surface, head)? Are you using
> symbols? What do you set LINESTYLE to? Are you using hardware
> rendering? What graphics card is installed on your machine?
>
> FWIW, your graphics card is probably not powerful enough to render your
> 200k vertices using xplot3d. And if you want to interactively move you
> rplot around, no other package is going to do much better.
>
> Depending on what you are plotting, you may be able to eek out some more
> performance but without knowing what you are plotting it is hard to be
> specific.
>
> -Rick
>
>
> adisn123@yahoo.com wrote:
>> Hi,
>>
>> My 3D vecotr(x, y, z)array is about (3, 210,000)size. Yeb. it's huge.
>> So, when I plot in 3D using xplot3D, it takes a quite of time (more
>> 10sec.), and it
>> lags everytime I try to rotate.
>>
>> Is there anyone who knows better 3D plotting tool to display such a
>> huge array in more efficient way?
>>
>> THanks.,
>>