Subject: Re: IDL scale property
Posted by Jean H. on Wed, 23 Aug 2006 19:25:05 GMT
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Symbols are, by default, of the size of 1 unit in each direction. So if you have a different range of data on the 3 axis, your symbol will be distorted... use the SIZE keyword.

example:
```
x = [5,15]
y = [5,15]
z = [5,15]
orb1 = obj_new('orb', color = [0,0,255], radius = 0.2)
orb1 -> scale, 1,1,1
sym1 = obj_new('idlgrsymbol', orb1)
xplot3d, x, y, z, symbol = sym1, linestyle =6    ;Fine
  z = [1,2]
xplot3d, x, y, z, symbol = sym1, linestyle =6    ;distorted...
```

Jean

adisn123@yahoo.com wrote:
```
>  Hello,
>
>  This is little frustrating since it should work fine.
>
>  I'm trying to plot distribution of stars with sphere shape points using
>  idlgrsymbol
>  THe followings are what I used.
>
>  Here array is the 3D (3 column and 3000 rows) array of stars.
>
>  x1 = array[0,*]
>  x1 = reform(x1)              ;make as 1D array
>
>  y1 = array[1,*]
>  y1 = reform(y1)
>
>  z1 = array[2,*]
>  z1 = reform(z1)
>
>  orb1 = obj_new('orb', color = [0,0,255], radius = 0.2)
>  orb1 -> scale, 1,1,1
>  sym1 = obj_new('idlgrsymbol', orb1)
>
>  xplot3d, x1, y1, z1, symbol = sym1, linestyle =6
>
>
```

> I used "scale" to be 1, 1, 1 in x, y, and z axis such that it makes a
> sphere.
> BUt, somehow, in my final plot, the plotted points look like an
> ellipsoid ellongated in z axis.
>
> Am I missing something here???
>
