adisn123@yahoo.com wrote:
> On May 17, 12:57 pm, David Fanning <n...@dfanning.com> wrote:
>> adisn...@yahoo.com writes:
>>> I'm trying to plot scattered points in a threed plot, but wish that
>>> those scattered points are properly scaled in size relative to the
>>> plot coordinate system.
>>> So, if my plot coordinate goes by cm, I'd like my each data point is
>>> as big as 0.1 cm in its radius, assuming a sphere point.
>>> How do I scale those points in that way?
>> Here is an example of a 3D scatter plot in which I use the ORB
>> object as points.
>>
>>   http://www.dfanning.com/tip_examples/scatter_surface.pro
>>
>> The ORB object is hard to find. I located it here:
>>
>>   IDL_DIR/examples/doc/objects/orb__define.pro
>>
>> The ORB object has a radius that you can set in
>> the data coordinate space.
>>
>> Cheers,
>>
>> David
>> --
>> David Fanning, Ph.D.
>> Fanning Software Consulting, Inc.
>> Coyote's Guide to IDL Programming:http://www.dfanning.com/
>> Sepore ma de ni thui. ("Perhaps thou speakest truth.")
>
>
>
> The data points that I use are enormously large, so If I use 'orb'
> object, it seems taking forever with my computer speed.
> Is there any way to set a radius for idlgrsymbol =3 (period)?

Not in world units like you want to do. With some experimentation you
could probably figure out the relationship between the SIZE keyword and
the size of the symbol on the screen but it might be easier to use
something else like the orb.

You can try a couple of things to minimize your polygon count. Set the
DENSITY keyword on the ORB object to a very small number, say 0.1 or
smaller (if possible). You can use my platonic solids object to create

a tetrahedron that gets you down to 4 polygons per point. Or you can
create your own 2d symbol, but you would have to worry about the
symbol's orientation relative to the viewer if you transform your axes.

 http://www.acoustics.washington.edu/~towler/programs/rhtgrps olid__define.pro

-Rick