Subject: Re: 3D UserSym?
Posted by Kenneth P. Bowman on Mon, 03 Aug 2009 17:18:45 GMT

In article <MPG.24e0a5a44f0ff7a998a749@news.giganews.com>,
 David Fanning <news@dfanning.com> wrote:

> Brian Daniel writes:
>
>> I created at 3D scatter plot and animated a rotation using
>> XInterAnimate. When I view the scatter plot in the Z vs XY plane
>> (through manipulating the Az and Ax keywords) my plot points disappear
>> because they are drawn in just 2 dimensions. Is there a way (maybe
>> with UserSym) to create 3D plot points?
>
> No, it is not possible with USERSYM. If you are doing
> 3D things, you really want to do them in a 3D graphics
> system. That is, use object graphics, not direct graphics.
>
> Cheers,
>
> David

Even the iTools, which are supposed to be 3-D graphics utilities,
only support 2-D plotting symbols by default. You can provide a
custom symbol with the SYM_OBJECT keyword, but it is a struggle for me
to figure out how to do that. A beginner would be clueless.

I submitted a formal request to ITT to add the Platonic solids plus sphere
as default plot symbols that could be referenced by index (without
having to make your own object), but that obviously didn't make the cut.

Ken Bowman