Thanks for you honesty. I'm extremely new to object graphics. Its a
good reason to learn.

On Aug 3, 10:44 am, David Fanning <n...@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.
>
> I used to have an example of a 3D scatter plot that used
> round pin-shaped symbols to locate the points. But I see
> this example program no longer works, because they have
> removed the SYMBOL keyword from the IDLgrPolyline object.
>
> I really have no idea exactly how to do this at the moment,
> and I have no more time to play with it today. Perhaps someone
> else has a clue. But, in any case, I think object graphics
> is your only real solution, assuming we can figure out
> how it is done. :-)
>
> Cheers,
>
> David
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> --
> 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.")