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Subject: Re: 3D UserSym?

Posted by [David Fanning](#) on Mon, 03 Aug 2009 14:44:16 GMT

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Brian Daniel writes:

- > I created a 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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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

Sepore ma de ni thui. ("Perhaps thou speakest truth.")

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