
Subject: Re: 3D UserSym?

Posted by [penteado](#) on Mon, 10 Aug 2009 19:00:36 GMT

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On Aug 10, 10:22 am, Brian Daniel <Daniels...@yahoo.com> wrote:

> 2) One axis of the scatter plot is of a much different scale (2 order
> of magnitude different). The 'orb' object is set with a radius value
> in data coordinates, so my orbs look like discs... getting me back to
> the same problem I had to begin with (2D symbols).

The orb object inherits IDLgrModel. So you can use its scale method to turn the orbs from spheres to ellipsoids, as in

```
osph->scale,sx,sy,sz
```

With the 3 arguments being the scale factor in directions x,y,z, which are initially 1.0.

Similarly, if you want to change their orientation, you can use the rotate method.
