
Subject: Re: using cgSurface to produce a scatter 3D plot with 4th dimension
Posted by [David Fanning](#) on Thu, 08 Mar 2012 13:54:54 GMT

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Sebastian Schäfer writes:

> I've read that article before but unfortunately I have never used one
> of those "non-traditional" graphic features before, so programming one
> would be quite time consuming. The fact that you only need two lines
> in gnuplot to do this
>
> set pm3d
> spl "xi2.txt" us 1:2:3:4 w p lc palette
>
> doesn't really help either :)

Humm. I'm pretty sure you only need one in IDL:

```
Scatter_Surface, x, y, z
```

Did you try it?

Cheers,

David

--

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Coyote's Guide to IDL Programming: <http://www.idlcoyote.com/>

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