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Subject: Re: using cgSurface to produce a scatter 3D plot with 4th dimension  
Posted by on Fri, 09 Mar 2012 14:22:14 GMT

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On 9 Mrz., 14:25, David Fanning <n...@idlcoyote.com> wrote:

> That simple program does "elevation shading" (i.e., in the  
> Z direction) by default, just like in your example.

True, but I have 4 dimensions x,y,z,f(x,y,z) and Scatter\_Surface only accepts 3 so there is no way I can plot my data with that program. One would need to extend Scatter\_surface in order to do that (which I can't), and as I said, that's two lines in gnuplot (4D, not 3D).

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