Subject: Re: using cgSurface to produce a scatter 3D plot with 4th dimension
Posted by   on Fri, 09 Mar 2012 10:39:34 GMT
View Forum Message <> Reply to Message

On 8 Mrz., 14:54, David Fanning <n...@idlcoyote.com> wrote:

> Humm. I'm pretty sure you only need one in IDL:
>
>   Scatter_Surface, x, y, z
>
> Did you try it?

I did - but Scatter_Surface only accepts 3 dimensions (e.g. x,y and a
value for each point: z). Unfortunately, I have 4 dimensions: 3
coordinates (x,y,z) and one value for each of these points. What is
missing is the option to use the color of the symbols plotted to
visualize the 4th dimension (like I did with cgSurf) or am I
overlooking something?