
Subject: Re: Plotting 3-D data points

Posted by [paz](#) on Tue, 27 Apr 1993 00:59:18 GMT

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In article <1rhsslNNld9@senator-bedfellow.MIT.EDU> jabarone@athena.mit.edu (John A Barone) writes:

> I have a question about plotting 3-D irregular data. I've been trying to
> use the IDL surface command to view irregular 3-D data points generated from
> physics simulations. The results have been less than satisfactory. The
> surface routine doesn't connect the lines correctly. I thought maybe if
> I could just plot the points the results might be better, but I haven't
> been able to figure out how to plot 3-D points without any lines connecting
> them. Does anyone have any solutions?

>

> Thanks in advance

>

> jabarone@athena.mit.edu

John-

PVWave has a group of canned routines in \$WAVE_DIR/lib/user.

In it you will find one called plot3d.pro. I used this just the other day and it work fairly well. I had found I was limited to approx. 3000 x,y,z triplets but it gave me what I wanted.

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