
Subject: Re: Plotting 3D vectors simply in IDL - how to?

Posted by [sjt](#) on Wed, 03 Nov 1993 16:06:28 GMT

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In article <1993Oct30.111439.15939@bnlux1.bnl.gov>, jacobson@bnlls1.nsls.bnl.gov (Chris Jacobsen) writes:

```
|> I want to plot some 3D vectors with a nice axis there
|> to show me units and scales.  What I'd like to do is to do
|> IDL> surface,fltarr(2,2),/nodata,xrange=[xmin,xmax], $
|> IDL>   yrange=[ymin,ymax],zrange=[zmin,zmax],xtitle='X title', $
|> IDL>   ytitle='Y title',ztitle='Z title'
|> IDL> plots,xvector,yvector,zvector
|> However, that doesn't work in the expected way.
|>
|> I've read through the section on T3D and all that in the manuals,
|> and find it not very clearly programmed nor explained.  I'd
|> really like this to work in a simple way for my simple self.
|>
|> Is there a simple way to do this?
|>
...
```

Try putting the key /save on your surface call and /t3d on your plots call.
