
Subject: Plotting 3D vectors simply in IDL - how to?
Posted by [jacobsen](#) on Sat, 30 Oct 1993 11:14:39 GMT
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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?

Or will RSI put in a simple way to do this in 3.5? (I'm at 3.1)
Or a simple explanation of this simple and (presumably) common
task? Using "surface,/nodata" to generate labelled axes seems
to me to make a lot more sense than using the multiple command
perscriptions in the manuals.

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