
Subject: Object graphics color scattergram

Posted by [Jeffrey R. Hall](#) on Thu, 14 Jun 2001 00:57:00 GMT

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In IDL object graphics, how does one do a scatter plot where the points are colored by some set of values? Here is an example using direct graphics:

```
DEVICE,PSEUDO=8
seedx = !pi
seedy = !pi ^ 2
x = BYTSCL(RANDOMU(seedx, 100, GAMMA=1))/255.0
y = BYTSCL(RANDOMN(seedy, 100, GAMMA=1))/255.0
z = BYTE( x * 255 )
LOADCT,15
PLOTS,x,y,COLOR=z,PSYM=1,LINESTYLE=6
```

I have tried IDLgrPlot with and w/o IDLgrSymbol, and also IDLgrPolyline. Lines can be colored, even faded from one vertex to the next. But if the lines are omitted then no points are drawn, and if IDLgrSymbol is used then they are all the same color.

Plus, I need this to be in 24 bit color rather than PSEUDO=8.

Thanks in advance,

Jeff

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