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Subject: Re: drawing a single point in 3-D  
Posted by [Rick Towler](#) on Tue, 11 Feb 2003 18:30:10 GMT  
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"lyubo" wrote in message ...

> How do I draw a single point in 3D?

AFAIK you can't just plot a single point but you have a few options.

The simplest would be to use IDLgrPolyline along with IDLgrSymbol. Set your linestyle to 6 (no line) and set the SYMBOL keyword to an instance of IDLgrSymbol. The built in symbols are 2d, but you can roll your own 3d symbols. I would assume you can use VERT\_COLORS to color the points accordingly.

> I have to display a large number of points in 3-D and using a polyline  
> (or texture mapped polygons) isn't an option. Is there any other way?

Since you need to display a "large" number of points I think polyline is the only way to go. If you create your own symbol, keep the number of verts as low as possible. A cube symbol will probably look like a dot at the scale you will be drawing it at.

The only other option would be using IDLgrPolygon to represent a point. For a large number of points this is a less than optimum approach as too many atoms in the graphics tree slow the drawing process considerably.

-Rick

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Subject: Re: drawing a single point in 3-D  
Posted by [David Fanning](#) on Tue, 11 Feb 2003 19:03:51 GMT  
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lyubo (lzagorch@cs.wright.edu) writes:

> I'll go with the polyline. Thanks Rick.

Now wait a minute! I was going to suggest PolyLine, but you had already ruled it out as impossible to implement! :-)

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>  
Toll-Free IDL Book Orders: 1-888-461-0155

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Subject: Re: drawing a single point in 3-D  
Posted by [lyubo](#) on Tue, 11 Feb 2003 19:53:38 GMT  
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I'll go with the polyline. Thanks Rick.

Lyubo

"Rick Towler" <rtowler@u.washington.edu> wrote in message  
news:b2bfmj\$184m\$1@nntp6.u.washington.edu...

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