

---

Subject: Help Plotting Cylinders in 3D

Posted by [bstone](#) on Wed, 03 Nov 2004 20:19:17 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Hello, I am new to IDL and looking for a way to plot data in the form of cylinders with coordinates X,Y,Z and radius R. There is also a flag field which tells whether the next X,Y,Z coordinate should be connected to the previous coordinate (i.e. the previous cylinder connects to the next cylinder). The idea is to form a neural or tree like structure out of these cylinders with different sizes. How can I get started? I am having some difficulty understanding graphics objects. If anyone could provide me with some sample code that would be great! Thanks in advance.

-Brett

---