
Subject: 3D plotting

Posted by [Eric\[3\]](#) on Wed, 08 Nov 2006 05:18:58 GMT

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Hello,

I'm trying to find the most efficient way to make a 3D plot. I'm going into my plot code with 5 variables, `r_x`, `r_y`, `r_z`, `count` and `color_scale`.

`r_x`, `r_y` and `r_z` are arrays with the data points, `count` is the number of points to plot and `color_scale` is an array of colors for each point. The way I'm doing it right now (using `XPLOT3D`) is taking A LONG time to plot (around 230 data points) and is also very difficult to rotate the plot the way I want after it is already created. I tried using `iPlot`, but it doesn't seem to like me using an array with a color from a color table (it seems to prefer RGB?). Is there a way of doing this in `iPlot`? Any other suggestions are welcome as well.

The code:

```
x = fltarr(300) & y = fltarr(300) & z = fltarr(300)

thisPalette = Obj_New('IDLgrPalette')
thisPalette->LoadCT, 34

for ii = 0, count-1 do begin

    oOrb = obj_new('RHTgrPSolid', /TETRAHEDRON,
color=color_scale[ii])
    oOrb -> GetProperty, OBJECT=pObj
    oOrb -> SetProperty, palette=thispalette
    oSymbol = OBJ_NEW('IDLgrSymbol', pObj)
    x[ii] = r_x[ii]
    y[ii] = r_y[ii]
    z[ii] = r_z[ii]
    XPLOT3D, x, y, z, xrange=[-10, 10], yrange=[-10, 10],
zrange=[-10,10], linestyle=6, SYMBOL=oSymbol, THICK=2, /OVERPLOT

endfor
```

Thanks in advance,
Eric
