
Subject: 3D imaging/rotation

Posted by [Mark McGillion](#) on Tue, 16 Mar 1999 08:00:00 GMT

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Hi all,

I have some 3D data (3 principal components) that I have initially plotted using the `plot_3dbox` procedure. This gives me a nice view of my data, however, I would like to be able to drag and rotate the plot using my mouse to give a better view of the separation of the data points.

I have examined the code on the v5.1 distribution to see how the demo->visualisation->3DGeometry code works. It appears that I need to use a `DRAW WIDGET` with an `XMANAGER` callback loop. I am in the process of coding this now.

My problem is that I do not know how to draw my 3D data to the `DRAW WIDGET`. Do I use `plot_3dbox` again or use some other method? Once I have done this, I should be able to proceed but this is holding me up.

Any help would be appreciated, especially example code if you have it.

Thanks in advance:-)

Mark

p.s. I am using IDL for WindowsNT (v4.0) on a P266.

Subject: Re: 3D imaging/rotation

Posted by [David Foster](#) on Thu, 25 Mar 1999 08:00:00 GMT

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Mark McGillion wrote:

>

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>

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> plotted using the `plot_3dbox` procedure. This gives me a nice view of my
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> use a `DRAW WIDGET` with an `XMANAGER` callback loop. I am in the process of
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> WIDGET. Do I use plot_3dbox again or use some other method? Once I have
> done this, I should be able to proceed but this is holding me up.
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> Any help would be appreciated, especially example code if you have it.

Mark -

Yes, you can use

WIDGET_CONTROL, wid_draw_id, get_value=window

to get the window ID for the draw widget window, and then just
use plot_3dbox with that window.

You might want to take a look at the code for CW_ARCBALL.PRO,
as this is similar to what you would like to do (eg. dragging
and rotating an object interactively).

Dave

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