Subject: Re: drawing a shaded sphere Posted by dlhopols on Tue, 07 Apr 1998 07:00:00 GMT View Forum Message <> Reply to Message In article <MPG.f92a4527ce8dc2b989776@news.frii.com>, davidf@dfanning.com (David Fanning) wrote: > John Boccio (boccio@swarthmore.edu) writes: > >> The IDL code at the end of this message when saved as a file cosmic.pro >> will plot the trajectory of a cosmic ray in the earth's magnetic field in >> 3 dimensions. It plots the trajectory as it is happening(not at the end), >> which is the way one should do during a simulation. >> >> I would like to draw a shaded sphere (even better a sphere with earth map >> on its surface) of radius rearth so that the subsequent cosmic ray trajectory >> in the earth's magnetic field appears properly in relation to that sphere. > I couldn't get John's code to run (missing some functions), > but here is an example with simulated data and XInterAnimate > that I coded up in about 5 minutes. Loading the animation > pixmaps takes awhile, but the animation is very fast. You can, of course, load the pixmaps out of sight if you like. > Cheers, > > > David I tried both codes, John Boccio's works on my machine (SGI). (Don't forget the function definitions at the beginning). I just had trouble getting it to stop. David's is pretty interesting, except watching the loading is a bit hard on the eyes. It might be useful for a satellite orbit simulation. Good Luck, John. Rose

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