
Subject: Re: drawing a shaded sphere
Posted by [dlhopols](#) on Tue, 07 Apr 1998 07:00:00 GMT
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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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