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Subject: Re: 3-d viewing

Posted by [davidf](#) on Wed, 22 Mar 2000 08:00:00 GMT

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I wrote yesterday:

- > I'd start with a program like Simple\_Surface to help you set up
- > the Viewport coordinate system, add a trackball, etc. You will
- > want to substitute a Polygon object for the Surface object in
- > that program, but most of the infrastructure is already
- > built for you, and you can certainly see from the surface
- > object how to scale your polygon object into the view.

Since this took just a couple of minutes to do, I decided to make it available to everyone. The program is named Poly\_Surface. You call it with the vertex and polygon lists that you can obtain from a program like Shade\_Volume:

```
IDL> Poly_Surface, vertices, polygons
```

If you call the program with no parameters I'll build you a little spherical polygon object. :-)

```
IDL> Poly_Surface
```

You can find the program here:

```
ftp://ftp.dfanning.com/pub/dfanning/outgoing/idl_course/poly _surface.pro
```

Be aware that this program is NOT extensively tested. I only spent about 5 minutes on it. :-)

Cheers,

David

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