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Subject: Re: objects in loop

Posted by [Pavel A. Romashkin](#) on Wed, 31 Jan 2001 17:55:26 GMT

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I have not quite figured out why do you have to \*destroy\* the objects. Why not place them into an OBJARR, save it and use SetProperty, pos=\*\*\* to simply move the objects to new positions, then re-draw the view? Destroying works, too, but by moving them instead you'd save destruction-creation overhead. Besides, ORB is a subclass of IDLgrMODEL, so it has a ton of useful parameters that you can alter instead of re-creating.

Cheers,  
Pavel

Murray Shearer wrote:

```
>
> I want to insert a bunch of spheres to represent instrument locations
> into my model. At the moment I have something like:
>
> for p=0,a do begin
>   ip = OBJ_NEW('orb',pos=[x(p), y(p), z(p)])
>   model -> ADD, ip
> endfor
>
> Where x, y and z are instrument coords.
>
> This did work fine (although I guess it is not technically correct) I
> could see all my instruments.
>
> The problem is this bit of code is part of a program for creating
> animations of data. When I want to change the instrument location I
> destroy the model and recreate from scratch, which also works (for the
> first couple of animations at least). However after a few loops IDL
> turns into a memory gobbling monster, windows has a whine about running
> out of memory and promptly collapses into a gibbering heap (this may be
> because I am running 5.3 in Win2000?).
>
> I think the solution might be to reuse the model after destroying only
> the spheres that represent instrument location (since that is all I
> really want to change). However because of the way I created the
> spheres I can't destroy them.
>
> My question is therefore how do I create my spheres so that they are
> all one object or automatically generate them with individual names?
>
> Ps. I used to use mesh_obj to create the spheres but thanks to a recent
> posting I now use orb, which is much neater!
>
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> Sent via Deja.com  
> <http://www.deja.com/>

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