
Subject: Re: objects in loop

Posted by [Richard Adams](#) on Wed, 31 Jan 2001 17:10:54 GMT

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Hi Murray, I have done similar things to plot hundreds of cells moving around in a 3D field. I use the following - convoluted - method. I derived this some time ago, so it is perhaps not the most elegant solution..but it works on my Macs. I define just once a set of orbs for my models and put these into column 1 of an N by 2 object array. In column 2 I put symbols with each object as their shape. That way each object could have its own colour and shape. (If I change colour over time I change the orb colour.) For each frame I make a polyline plot using these symbols, take an image and paste it into a movie frame. That way you are not moving lots of objects about and you create them just once. When all is done, the orbs get deleted.

Hope this helps.

Richard.

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