
Subject: objects in loop

Posted by [shearerm](#) on Wed, 31 Jan 2001 09:30:40 GMT

[View Forum Message](#) <> [Reply to Message](#)

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

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!

Sent via [Deja.com](#)
<http://www.deja.com/>
