
Subject: Re: Draw a point in 3D graphic object ?

Posted by [David Fanning](#) on Thu, 18 Apr 2002 13:27:01 GMT

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Xavier (xavier.presseq@cesbio.cnes.fr) writes:

- > Since one month I use IDL, but I have a basic problem with object.
- > I know how make Surface, Volume with a graphic object but I just want
- > draw a point in 3D, and I don't know do this.
- > I have try with IDLgrPolyline and IDLgrSymbol but, I must draw 5000
- > points and rotate or move this object become very slow.
- > It's faster for mouvement with IDLgrPolygone but my computer take 30s
- > to build the object in memory before draw it.

I think you must be creating a LOT of polylines where one will do. :-)

I just took my much disparaged FSC_SURFACE program and replaced the line that creates the surface object with these lines:

```
x = Randomu(seed, 5000) * 100
y = Randomu(seed, 5000) * 100
z = Randomu(seed, 5000) * 100
```

```
symbol = Obj_New('IDLgrSymbol', 2)
thisSurface = Obj_New('IDLgrPolyline', x, y, z, $
    Linestyle=6, Symbol=symbol)
```

The polyline is created instantly, and the resulting points rotate in 3D space more or less instantaneously on my (by now) middle of the road computer.

Cheers,

David

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