Subject: Re: Draw a point in 3D graphic object? Posted by xavier.presseg on Fri, 19 Apr 2002 08:23:42 GMT View Forum Message <> Reply to Message

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David Fanning <david@dfanning.com> wrote in message
news:<MPG.1728778c2f08dcaa989896@news.frii.com>...
> 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
Thank you for for answer.
I have found my problem, I use Idl5.2. On highter version, my program
work better and faster with graphic objects like Polyline.
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Thank you David.

Xavier