
Subject: Re: Draw a point in 3D graphic object ?
Posted by [xavier.presseq](#) on Fri, 19 Apr 2002 08:23:42 GMT
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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.

Thank you David.

Xavier
