
Subject: Re: Displaying 3-D vector fields

Posted by [Rick Towler](#) on Thu, 14 Nov 2002 21:39:43 GMT

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"Mark Hadfield" <m.hadfield@niwa.co.nz> wrote

Now you speak up!

I was hoping someone would come up with a solution for Jim but since nobody did, I wrote the vector object. At the time I had no idea he was going to display 18K vectors so the single vector design seemed sound and making it a subclass of IDLgrModel made dealing with the geometry of the head easy.

> I'm not surprised you are running into memory problems. (If not, *I*
> am running into memory problems.) That approach won't work beyond 1000 or
> so, in my experience. One the other hand, representing 18K vectors with
18K
> line segments in an IDLgrPolyline is no big deal. (Though I must say
viewing
> them on the screen might be!)

I can easily create 20k individual vector objects so I don't know what you have run into in the past. This approach will cost him an extra 8MB or so with the IDLgrModel overhead but what the heck, memory is cheap!

> Creating an IDLgrPolyline object to display these vectors isn't all that
> hard, you just have to load an array specifying positions corresponding to
> the ends of each vector (the DATA property) and the connectivity array
which
> tells the polyline which ones to connect (the POLYLINES property).

True, but dealing with the vector head using this approach is an, um, headache.

> Unfortunately my library is off the air at the moment. (I
> really must do something about this.)

Please do!

-Rick
