
Subject: Re: 3d sphere revisited
Posted by [paul wisehart](#) on Tue, 31 Dec 2002 14:36:54 GMT
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THanks for the replies.

> I should think the texture map is the data!

This clears it up a little for me.
I was looking at the issue a little skewed i guess.

Rick,

> "Overplotting" the sphere. Create additional IDLgrPolyon or IDLgrPolyline
> objects with verticies whose radius values are slightly larger than your
> sphere such that they appear to float on the surface of the sphere. An
> example would be creating an IDLgrPolygon object of the continents. You
> could add IDLgrPolyline objects representing rivers, roads, borders.... Use
> shape and .dxf files to get this data into IDL.

THAT is exactly what I would like to do. Can you elaborate on how
i could set up these IDLgrPolygon 'continents'?
Or, maybe theres an example program I could look at?

I've tried IDLgrPolyline objects on a sphere, and I don't
understand how the coordinates relate to the sphere's coordinates.
For example:
My IDLgrPolyline would draw 'thru' the sphere. How do
I draw an IDLgrPolyline(or IDLgrPolygon) to match the sphere's
curved surface??

happy new year,
(...its today right?)
paul wisehart
