
Subject: Re: 2D and 3D filled objects.

Posted by [David Fanning](#) on Fri, 27 Dec 2002 17:16:33 GMT

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David Fanning (david@dfanning.com) writes:

> Well, then, how about this:

```
>
> sphere = FltArr(20, 20, 20)
> FOR x=0,19 DO FOR y=0,19 DO FOR z=0,19 DO $
>   sphere(x, y, z) = SQRT((x-9.5)^2 + (y-9.5)^2 + (z-9.5)^2)
> indices = Where(sphere GT 0)
> sphere(indices) = 255
```

Whoops! I guess I should have tested that code. I was distracted by the plumber telling me know what the problem is in the bathroom. Let's just say the era of free advice may be a thing of the past. :-(

Try this:

```
sphere = FltArr(40, 40, 40)
FOR x=0,19 DO FOR y=0,19 DO FOR z=0,19 DO $
  sphere(x+10, y+10, z+10) = SQRT((x-9.5)^2 + (y-9.5)^2 + (z-9.5)^2)
indices = Where(sphere Lt 9.5 AND sphere NE 0)
sphere(indices) = 255
```

Cheers,

David

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