
Subject: Re: 3D Graphics input
Posted by [David Fanning](#) on Wed, 17 Sep 2003 20:00:05 GMT
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Neil writes:

> I'd like to use IDL to display as large a number of various 3D objects
> that i can find around the internet as possible. There are a wide
> variety of formats, a couple being *.3DS and *.OBJ. Is there a general
> single read routine that i can use in IDL go get this data into IDL,
> which enables me to have access to the verticies_list and
> polygon_connectivity from this wide variety of object available? I
> know IDL has the DXF routines, but there are many other formats that i
> would like to access.

READF and READU are pretty general, but the downside
is that you will have to know more about your file
formats than I'm guessing you know now. :-)

Cheers,

David

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