
Subject: 3D Graphics input

Posted by [nasalmon](#) on Wed, 17 Sep 2003 19:50:11 GMT

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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 vertices_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.
