
Subject: IDL Christmas card for the newsgroup
Posted by [ronn](#) on Mon, 08 Dec 2003 16:03:08 GMT
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Hello All,

In keeping with my past tradition here is this years Christmas card written in IDL! This year it is dancing snowman! Actually, it is a double pendulum where the angles are used to rotate the snowmans torso and head models(see the boogie method). Multiple Orb objects are created for the body, buttons and face and are all translated as part of separate models. This is an excellent example of setting up an object heirarchy where rotating the parent also rotates the children.

The code is a little bit long so you can download it from here (look at the bottom of the page).

<http://www.kilvarock.com/freesoftware/objects/objects.htm>

I hope everyone enjoys it and I am taking suggestions for next year!

Merry Christmas!

-Ronn Kling

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"Application Development with IDL" Updated for IDL6.0!

"Calling C from IDL, Using DLM's to extend your IDL code". SECOND EDITION includes C++ and debugging!

"Power Graphics with IDL, A Beginner's Guide to Object Graphics", Updated for IDL6.0!
