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Subject: Re: Working In 3-Space

Posted by [David Fanning](#) on Thu, 12 Feb 2004 19:39:37 GMT

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Mike Maroney writes:

- > I have a linked list of arrays, each containing a bunch of structures
- > with 3-space verticies P0:(x0,y0,z0)->P1:(x1,y1,z1) of dx length, as
- > well as color info on the segment. What I want to do is plot all the
- > data on one plot, connecting each P0 to each P1 by a tube.
- >
- > I am able to use PLOTS to plot this data with lines, but as soon as 3D
- > shapes enter the picture everything gets screwy. I can use MESH\_OBJ
- > to create a cylinder, but I can't seem to orient it or scale it
- > properly; I'm messing around with T3D, but it seems like there must be
- > an easier way to do this.

Uh, I guess. Object graphics.

Rick Towler will be getting back to you ASAP. :-)

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

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