## Subject: Re: Colliding galaxies in 3-D object? Posted by Dick Jackson on Wed, 18 Feb 2004 06:59:01 GMT View Forum Message <> Reply to Message

"Richard G. French" <rfrench@wellesley.edu> wrote in message news:BC581B0F.1C17%rfrench@wellesley.edu...

- > Hi, Folks -
- > For an astrophysics class I'm teaching, I'm having the students write
- > simple simulation of colliding galaxies (in IDL). They've got the basic code
- > working in standard graphics mode, with color coding for the stars in the
- > two galaxies and front and side views of the collision as it unfolds over
- > hundreds of time steps. What I'd like to do next is to view the collision in
- > 3-D with mouse control over the viewing angle and (ideally) the zoom as
- > well. The input information is a set of arrays of 3-D coordinates for N red
- > stars and N green stars, for M time steps. Can someone point me to the 3-D
- > object routine in IDL that should be able to handle this, and (better yet)
- > alert me to any gotchas I should worry about as I try to implement this?

>

- > Thanks for any suggestions!
- > Dick French
- > rfrench@wellesley.edu

Hi Dick,

Rick Towler and I gave similar replies to a similar question last week (thread: "An Interactively rotating 3D animation?"... my only half-usable post can be found by Googling for the word AnimateXObjView). This might be a starting point for you, and the objects to put in the XObjView could be:

```
(to simply see what these looks like, just paste the above into the
command line and do:
XObjView, [oRed, oGreen]
Then, at each time point (my section labeled "Modify objects viewed in
XObjView window"), update the objects by:
oRed -> SetProperty, Data=newXYZRed
oGreen -> SetProperty, Data=newXYZGreen
Hope this helps!
Cheers,
-Dick
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