
Subject: Re: combining/processing objects
Posted by [David Fanning](#) on Fri, 25 Jun 2004 15:50:18 GMT
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Aleks writes:

- > this board has been very helpful in the past 2 weeks and i was
- > wondering if anyone could help again. My questions for the day are as
- > follows:
- >
- > If i have 2 data sets (lets say 50 images each), is it possible to
- > have 2 data sets combined if I use Xobjview? if yes, how?

I presume those two "data sets" are either IDLgrModels or object graphics primitives, right? Otherwise, you are blowing smoke thinking they can be used in XObjView. If they *are* what they are suppose to be, you can send them in an array to XObjView:

IDL> ? XObjView

- > If it is possible to combine them, how can one of the objects be made
- > hollow so the other could be seen (if for example one is embedded into
- > the other one or they intersect)

You can do whatever you like in object graphics if you have infinite patience and a capacity to endure days of frustration. :-)

I mean, yes, you can do this. You will have to add texture maps to your polygon objects and then use the alpha blending capabilities of IDLgrImages (your texture maps) to create the illusion of transparency.

It's all just a little beyond the normal hand-holding of this group, however. You might want to get ahold of Ronn Kling's book Power Graphics with IDL. That will get you up to speed fairly quickly, I think.

Cheers,

David

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