Ralf Schaa <schaa@geo.uni-koeln.de> wrote in message
news:<cej6fe$70g$1@newsreader2.netcologne.de>...
> Dear all,
>
> actually the mail-subject is not quite correct: I like to plot a
> spacecraft trajectory in 3d, and because it looks so nice :-) I like a
> sphere (a planet ...) in the the middle of the plot.
>
> I already have a set of programs that does it with direct graphics, but
> the programs are very quick and dirty and large and not written by
> myself, so I thougt I do it myself with object graphics ...
>
> On David's website I found the SIMPLE_SURFACE program, from wich I
> started, which means I copied the things I needed into my test program.
>
> Now I have a 3d-Plot with a sphere (Orb-Object) in the middle and it
> looks nice. Before adding a trajectory , I'd like to add some simple
> plottings like a straight line in the xy-plane, or some other plane just
> to see how things work, but that isn't an easy thing to do, is it?
>
> This is what i have done after setting up the sphere in 3d:
>
> ; A plot object
> thisPlot = Obj_New("IDLgrPLOT")
> thisPlotModel = Obj_New('IDLgrModel')
>
> thisPlot->SetProperty,DataX=[0,1],DataY=[0,0]
> thisPlotModel->Add,thisPlot
> objView->Add,thisPlotModel
>
> I wasn't expecting things would look okay right now, but i could not
> find how to manipulate the graph so that it would match in the scene: it
> is always like a 2d curve glued in front of the 3d plot ...
>
> So, how are these kind of things treated ?
>
> Regards,
> Ralf

Hi Ralf,

Have a look at Rick Towler's site, in particular camdemo_lookat.pro,
which has orbs wandering/driven around in 3D :-

http://www.acoustics.washington.edu/~towler/RHTgrCamera.html

I'm an OW, aka Object Wally, but have managed to clothe orbs of
various sizes in actual planet jpeg images, and have the Solar System
dance merrily on my screen.

Hosannas to Rick Towler!

Andrew Cool
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