

---

Subject: Object Graphics: Combine 2d with 3d  
Posted by [Ralf Schaa](#) on Sun, 01 Aug 2004 16:50:39 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

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 thought 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

---