
Subject: Re: a polygon version of polyline..
Posted by [Rick Towler](#) on Thu, 30 Sep 2004 23:22:59 GMT
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George Millward wrote:

> Rick, Mark,
>
> Thanks for the help. It looks like I'm going to have to get down and
> dirty with this then.
> The image is from a simulation of the Earth's magnetic field - in the
> core. My needs are a little less extravagant. Mostly about 6 to 10
> lines plotted will be enough - so I think I have hardware that will
> cope ok. Not sure what software was used in that image - but it is
> just OpenGL polygons with a couple of light sources yeh - so I assume
> IDL could produce something essentially the same.
>
> Anyhow, I'll get back to this if I make any headway - but it could be
> some time ;o)

After writing documentation most of the day I thought I would hash out the rest of this object. I needed a break!

Behold RHTgrTube. There are few comments and the code is a bit of a mess but it should get you pretty far along your way. The only real limitation I can see right now is that your polyline (input) vertices must be sequentially ordered. Also, if two sequential polyline verts are in the same place it will choke. The tube twists a bit when you go around a corner. The normals shift and the lighting is a bit off (noticeable in the first demo image). Feel free to fix that if you want :)

Compile it and run the "testtube" procedure for a demo.

You can pick it up here:

http://www.acoustics.washington.edu/~towler/programs/rhtgrtube__define.pro

Have fun.

-Rick
