
Subject: Re: a polygon version of polyline..

Posted by [Mark Hadfield](#) on Wed, 29 Sep 2004 23:54:32 GMT

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George Millward wrote:

> Hi there,

>

> I have a 3D object program which plots magnetic field lines (in 3D

> space) as polylines. This is fine - but I would like to change it so

> that they are coloured 'tubes' - polylines with a certain circular

> cross section and a 'shiny' finish. The look I am after is the one

> you often see with magnetic field topologies (Solar magnetic fields

> models etc.)

>

> Simple question is: does anyone know how to do this - or could they

> point me to a ready-made procedure.

Cool! I'm afraid you might have to write your own. The MESH_OBJ routine does "cylinders" and "extrusions", but only straight ones, I think. A bendy tube will have the same connectivity as a straight one, but you're going to have to warp those vertex positions--ouch! MESH_OBJ is written in IDL so you may get some ideas from the source code.

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