
Subject: Re: a polygon version of polyline..
Posted by [rdsheu](#) on Fri, 08 Oct 2004 03:50:53 GMT
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Dear all,

I propose an alternative way(a little dirty..) for your information.
-_-||

Rendy

Pro tPipeline
; a test procedure for 3D pipeline (a dirty way)

NN = 20 ; color number
R = 0.50

thick0 = 5

t = findgen(361)*!DTOR*4.
x = R*cos(t)
y = R*sin(t)
z = -1 + findgen(361)/360.*2.

oLine1 = objarr(NN)

For i=0, NN-1 do \$
 oLine1[i] = obj_new('IDLgrPolyline', x, y, z, thick=1.+9./NN*i,
 color=[255-I*10,20,20])

oLine2 = objarr(NN)
For i=0, NN-1 do \$
 oLine2[i] = obj_new('IDLgrPolyline', [0, 0], [0,0], [-1.5,1.5],
 thick=1.+9./NN*i, color=[20,255-I*10,255-I*10])

oModel = obj_new('IDLgrModel')
oModel -> Add, oLine1
oModel -> Add, oLine2

xobjview, oModel

End
