
Subject: Re: XObjView: Select Object and Opacity Problem
Posted by [David Fanning](#) on Tue, 09 Nov 2004 13:35:15 GMT
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Robert Schaefer writes:

- > I want to select an object in XObjView and rotate it,
- > but other objects should be fixed.
- > I read in the refguide, that it is possible
- > to add Arrays to XObjView. So I think it should work,
- > but how?

Well, here is an example of how you can get this
to work, sorta:

```
.*****  
,  
PRO Example  
  
; Create contour object:  
oCont = OBJ_NEW('IDLgrContour', DIST(20), N_LEVELS=10)  
  
; Create surface object:  
oSurf = OBJ_NEW('IDLgrSurface', $  
    DIST(20),INDGEN(20)+20, INDGEN(20)+20)  
  
; View model:  
XOBJVIEW, [osurf], Stationary=[ocont]  
end  
.*****  
,
```

I think you are probably going to have to eventually
give up on XObjView though. You are pushing it now
almost beyond the breaking point of where it was
meant to go. :-)

- >
- > An other way I thought about is to create to Models
- > theModel_1 = Obj_New('IDLgrModel') and theModel_2 = Obj_New('IDLgrModel')
- > give them rotate, scale and Translate Options, because I think
- > every Model would need its own zeropint. But when I zoom, in
- > XObjView it always depends on one Point.

I think this is a result of what XObjView was designed
to do originally. As I say, I think you are pushing it
well beyond this point.

- > My second problem deals with the alphachannel.
- > It works, and I can change the opacity. the front

- > view in XObjView (x-y level) is good, but when
- > i rotate my data and have a look at y-z level i have
- > stripes. Could this depend on the alphachannel?
- > Or maybe the slices, because i scaled the stac?

It could depend on a lot of things. One of the problems with object graphics, of course, is that **everything** is possible. It makes the Universe of potential problems rather large as well. :-)

A better description of the code might help. And, of course, it always pays to read about the "pimento problem" in the IDL newsgroup archives. :-)

Cheers,

David

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