Subject: Re: Plotting streamlines in 3D
Posted by Mark Douglas on Tue, 25 Jan 2005 21:59:29 GMT
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David Fanning wrote:
> Uh, well, object graphics can't really be explained
> in a couple of paragraphs, really. Maybe a short answer
> is you would use the output from Streamline to create
> an IDLgrPolygon object, and you could try passing that
> to XObjView. That might get you started in the right
> direction.
>
> For more info, I'd get ahold of Ronn Kling's book,
> Power Graphics with IDL. I don't think you can learn
> object graphics without that book. :-)
>
> Cheers,
>
> David

whoa

I think I'll stick with plot_3dbox(), I don't think having ribbons is
worth the extra effort!

Thanks for the reply though :)

Mark