
Subject: Re: Question About Scatter Surface Pro (www.dfanning.com)
Posted by [David Fanning](#) on Wed, 17 May 2006 19:09:08 GMT
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David Fanning writes:

- > Alas, the problem is in the RSI (Whoops! Excuse me, ITTVIS)
- > supplied orb object. It uses a single number for the radius
- > of the orb, and you want to construct the orb using three
- > different radii in the proper relation to one another.
- >
- > I haven't looked at the ORB code in a long while, so I
- > don't know how difficult this would be to do, but remembering
- > the equation for an ellipsoid, I wouldn't think too difficult.
- > You are not the only person to wish for this, however, so
- > if you figure it out and publish it here (with decent examples
- > of how to get a sphere under difficult conditions), there is
- > a good chance you can become famous. :-)

I've heard from someone who prefers NOT to be famous.
He writes:

The ORB object is a subclass of IDLgrModel, so all you really have to do is call -> Scale on the object reference (and/or Translate to get it in the range 0-Size rather than -radius to +radius).

Seems a lot easier than my idea. :-)

Cheers,

David

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