Subject: Re: large 3D array plot
Posted by adisn123 on Mon, 21 Aug 2006 16:09:43 GMT
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I see.

It gave me a great deal of help.
I reallly appreciate your detail response of my question.
Thanks...

Rick Towler wrote:
> adisn123 wrote:
>>> Another thing to consider would be to write your own viewer which HIDEs
>>> almost all of your data when you rotate the objects. You could do this
>>> by plotting the data in 2 IDLgrPolyline objects. One with some data,
>>> the other with lots. When a mousedown event is processed you hide the
>>> 'lots of data' polyline. At mouseup you unhide it. This probably would
>>> be an easy hack on XPLOT3D.
>>
>> I'm not familiar with IDLgrPolyine objects. but, it seems like it draws
>> a line between points, which I don't want to do.
>
> XPLOT3D is using IDLgrPolyline to plot your data (If you look at the
> docs regarding IDLgrPolyline, you'll see that it has the same
> LINESTYLEs). So you can choose "no line" and only draw the symbols,
> just like you are currently doing.
>
>
>> What do you mean by "HIDEs almost all of your data when you rotate the
>> objects."?
>
> Check out the IDLgrPolyline keyword HIDE in the docs.
>
>> How come you want to hide part of your date whilte rotating in 3D, then
>> what's the point of viewing in 3D?
>
> Tools like XPLOT3D and XOBJVIEW only draw your 3d object when you change
> the view in some way. When you are rotating and zooming an object,
> you're changing the view repeatedly and when drawing takes a long time
> (like it does with your data) these tasks become quite tedious.
>
> I was suggesting that you hide most (not all) of your data to make
> rotating and zooming easier since with fewer objects to draw the program
> will be much more responsive. Drawing just a subset of your data will
> still allow you to have some sort of reference when manipulating it.
> When you are done rotating/zooming etc. then *all* of the data is drawn

> so you see the entire data set.
>
> It is just a technique to improve the response of the program. If you
> just want to view your data from all sides then simply make a movie
> while rotating the data and forget about all of this. But if you want
> to interact with this data set, explore it so to speak, you'll want to
> improve the response of the program otherwise you'll go mad waiting for
> the thing to draw as you're dragging your data around.
>
> -Rick
