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Subject: rotation with "HIDE"

Posted by [adisin123](#) on Wed, 30 Aug 2006 23:09:23 GMT

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Hi,

The other day, I posted a topic related to "a large array display in 3D" and its rotation.

I got a response from Rick Towler to the matter of improving the rotating rate.

He said that I can hide lots of data while rotation and let it display all data after rotation is done.

I could understand the concept and think it's really good idea, but can't figure out how to manipulate the "xplot3d" procedure or make my own view to do that.

Here are a part of his response that I cut and pasted.

```
>> 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.
>> 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.
```

So, all I need to is to make a program that does plots only some number of data while rotation (mouse down event) and display all when the rotation is done(mouse up event).

It sounds easy, but somehow, I can't figure out.

Any help, please?

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