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Subject: Re: Suppose this...

Posted by [KRDean](#) on Fri, 25 May 2007 14:13:09 GMT

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How about the new IDLgrShader Objects in IDL 6.4.

It supports the OpenGL Shading Language, which has plenty of White, Red, Green, and Orange Books to get you started.

Kelly Dean  
Fort Collins

On May 24, 11:38 am, David Fanning <n...@dfanning.com> wrote:

> Folks,  
>  
> Alright, suppose this.  
>  
> Suppose I wanted to build a 3D transparent globe, with  
> continental outlines, major cities, etc. displayed on it.  
> And suppose I wanted to stick a sphere in the center of  
> the globe with pointy bits sticking out of it. (Think of  
> of those medieval weapons that the Visigoths swung from a chain to  
> bash in the skulls of their enemies.) I'd like to see where the  
> pointy bits stick out of the globe. (Please don't ask  
> me why.)  
>  
> Would IDL be the software you would use to do this?  
> Would I run into the "pimento problem" with the back  
> side of the globe?  
>  
> Just thinking out loud. :-)  
>  
> Cheers,  
>  
> David  
> --  
> David Fanning, Ph.D.  
> Fanning Software Consulting, Inc.  
> Coyote's Guide to IDL Programming:<http://www.dfanning.com/>  
> Sepore ma de ni thui. ("Perhaps thou speakest truth.")

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