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Subject: 2008 IDL Christmas Card

Posted by [rlkling](#) on Tue, 23 Dec 2008 15:07:47 GMT

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Hello All,

I am running a bit behind this year but I wanted to get the card out before Christmas at least.

The 2008 IDL Christmas Card is a SNOWNADO! A large tornado made of snowflakes moves around a field picking up Christmas Ornaments and flinging them high in the air.

This card is modeled after the Tornado demo in IDL. I have always been impressed with the reality and speed of that demo. The trick to getting the speed is that it only contains one IDLgrPolygon object with multiple vertices and a separate connectivity for each square. (Creating a separate IDLgrPolygon for each square would be much slower) The event handler then takes each square and transforms its position based upon some velocity calculations. I was curious if it would work with a 3D shape like a sphere and it does. In fact extending it to any 3D object would not be difficult. If you are looking for a way to visualize rapidly moving 3D objects then this card may be a good starting place.

You can download it here (look at the bottom of the page)

<http://www.kilvarock.com/freesoftware/objects/objects.htm>

Have a Merry Christmas!

Ronn Kling

KRS, inc.

Use these books to upgrade your IDL skills.

"Application Development with IDL"

"Calling C from IDL, Using DLM's to extend your IDL code".

SECOND EDITION includes C++ and debugging!

THIRD EDITION includes writing IDL object methods in C and C++!

"Power Graphics with IDL, A Beginner's Guide to Object Graphics"

"IDL primer" A concise introduction to IDL

"Navigating the IDL workbench" Working with the new IDL 7.0

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