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Subject: Re: show a use-defined object

Posted by [rtowler](#) on Thu, 16 Jul 2009 16:24:45 GMT

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On Jul 16, 5:10 am, David Fanning wrote:

> danyang writes:

>> But now my objects should be changed to some kind of air ballons,  
>> which has hard shell with a radius of R1 and air-kern with the radius  
>> of R2( $R1 > R2$ ). Some of them should be cut(e.g. instead of the whole 3D  
>> region just to show part of it) , in order to show their hollow  
>> kern.

>

>> Is it possible to make my aim come true with 'XOBJVIEW'?

>

> XObjView doesn't have anything to do with your aim. It  
> is just one way you can display your graphics hierarchy.  
> There are many others. You need to concentrate on the  
> hierarchy.

I suppose it depends on what aim you are talking about ;)

But David's point is a good one. You've created some orbs and (I am assuming) displayed them. Now you want to display a custom object and you have to "build" it. The best way to approach this would be to create your own object by subclassing IDLgrModel. You'll have to come up with the meshing routine yourself but you'll probably want to look at orb\_\_define.pro as a place to start. In fact, orb\_\_define.pro is also an example of how to subclass IDLgrModel so you may want to just copy it and start modifying it for your needs. You'll want to look at the MESH\_CLIP function too. I don't really understand what you're after, but maybe the init method of your new balloon class would take a inner and outer radius, position (x,y,z) and an optional clipping plane and it would create your object. Then you would use this new class just like you used orb initially.

Once you get to this point, then you can worry about moving from XOBJVIEW to a more flexible display technique.

-Rick

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