
Subject: Re: show a use-defined object

Posted by [David Fanning](#) on Thu, 16 Jul 2009 12:10:06 GMT

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danyang writes:

> In fact, I have more than 1000 objects. I can get their positions from
> an ASCII file. Therefore, I used a 'for' loop to put them into a show
> window.
> My objects were spheres. That's why there was an 'orb' in my code. In
> this step, I don't have any more questions.
>
> 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.

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

Sepore ma de ni thui. ("Perhaps thou speakest truth.")
