Subject: Re: show a use-defined object
Posted by danyang on Thu, 16 Jul 2009 09:24:10 GMT
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On Jul 15, 6:18 pm, rtowler <rtow...@gmail.com> wrote:
> On Jul 15, 5:32 am, David Fanning <n...@dfanning.com> wrote:
>
>
>
>> danyang writes:
>>> s = obj_new('orb',color=[250,250,250],radius=0.25,shading=1,$
>>> POS=[x(i),y(i),z(i)], select_target=0) ;to define a ball
>
>>> oModel->Add, s
>>> XOBJVIEW, oModel
>
>> You don't tell us where you are trying to position
>> the object, and my guess (from working with object
>> graphics in general) is that you are positioning
>> the object outside the viewplane rectangle. In
>> any case, to just answer your question, this works:
>
>> s = obj_new('orb',color=[250,250,250],radius=0.25,shading=1)
>> XOBJVIEW, s
>
> XOBJVIEW will automatically determine the extents of all objects
> contained in the model hierarchy and it sets up the view such that it
> is centered on these extents. So usually position is not an issue.
>
> oModel = obj_new('IDLgrModel')
> s = obj_new('orb',color=[250,250,250],radius=0.25,shading=1, $
> POS=[4,13,10], select_target=0)
> oModel->add, s
> t = obj_new('orb',color=[250,250,250],radius=0.25,shading=1, $
> POS=[14,23,3], select_target=0)
> oModel->add, t
>
> XOBJVIEW, oModel
>
> I suspect there is something else going on. Post more of your code.
>
> -Rick

Thank you, Rick.
Yes, your suspection is right. As I discribed in the last post, my question is how to show over 1000 air ballons in one 3D region. Furthermore, some of ballons should be cut by changing the show region, in order to show their hollow kern.

Is XOBJVIEW a better solution?

Thanks,
Danyang