
Subject: Re: show a use-defined object

Posted by [danyang](#) on Thu, 16 Jul 2009 09:16:35 GMT

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On Jul 15, 2:32 pm, 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

>

> 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.")

Thanks for your kindness.

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'?

Thanks,

