Subject: Re: show a use-defined object Posted by danyang on Thu, 16 Jul 2009 09:16:35 GMT View Forum Message <> Reply to Message

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.

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.

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

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

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,

Danyang

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