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