Subject: Picking data points "inside" a IDLgrPolygon
Posted by Marc Costa on Mon, 14 Feb 2011 10:41:10 GMT

Hi all,

I am doing a visualization application and I am picking some data on
the surface of IDLgrPolygon defined spheres. The procedure which
indludes widgets is taken from surf_track.pro. The point is that if I
place myself "inside" one of those spheres (I am thinking about a
Celestial Sphere), seemingly I am not able to pick "interior" points
of the sphere, since they are not recognized. I cannot think about any
particular solution at this time. It has come to my mind that as I
lose the sphere from the IDLgrView that I am using the object does not
appear any more and that´s the reason why I can´t pick the interior
points, it it is like this I would like to know how to "force"
IDLgrView to keep my object in the "memory" or the "window".

Thanks for your time