Subject: multiple polylines
Posted by greg.addr on Tue, 14 May 2013 18:01:54 GMT

I've set up an object graphics model to show a vector field on an irregular 3d surface. The vector field is drawn with, say, 1000 polyline objects. I want to make an animation of this model as the field and surface change.

As it is, I'm going to need to update each polyline object for each frame. It should work, but likely won't be very fast. I see in the polyline property list there's something called "polylines" (with an 's') as well as "label_polylines". From what I can glean from the documentation, these seem to suggest that it might be possible to put all my polylines into a single object, which would likely make them easier to update all at once. Does anyone know how that works? How do you provide the data for a polyline with breaks in it?

cheers,
greg