Subject: Re: 3D point cloud visualization
Posted by Nuno Ferreira on Wed, 29 Apr 2015 16:18:03 GMT

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Thank you very much for your fast replies, they were most helpful! Since I now have to change my widget application that presents several views of the 3D point cloud, I have a few more questions... (since they relate to the same topic, I keep them in the same thread).

1 - I could use the POLYGONS function ("function graphics") with my widget application by adding a WIDGET_WINDOW. However, I could not do the same with the "object graphics" routine XObjView: it keeps showing the point cloud in a separate window instead of inside the main application window. How can I make XObjView to draw the point cloud inside e.g. a draw widget? (BTW, I read this group's thread "Object Graphics and Widgets" that explains the basics)

2 - With object graphics (XObjView and IDLgrPolygon) I can easily rotate the point cloud in 3D by using the mouse, which is great. However, with "function graphics" POLYGON() I only could move and resize the data, not rotate it. Is there a way to interactively rotate in 3D for this case? (I could not find this in the documentation, sorry)

3 -Finally, if you have suggestions on having multiple 3D views (3, for instance) of the same data inside a widget application, I'm all ears...

Thanks in advance,
Nuno