
Subject: Re: Draw a point in 3D graphic object ?
Posted by [David Fanning](#) on Thu, 18 Apr 2002 13:27:01 GMT
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Xavier (xavier.presseq@cesbio.cnes.fr) writes:

- > Since one month I use IDL, but I have a basic problem with object.
- > I know how make Surface, Volume with a graphic object but I just want
- > draw a point in 3D, and I don't know do this.
- > I have try with IDLgrPolyline and IDLgrSymbol but, I must draw 5000
- > points and rotate or move this object become very slow.
- > It's faster for mouvement with IDLgrPolygone but my computer take 30s
- > to build the object in memory before draw it.

I think you must be creating a LOT of polylines where one will do. :-)

I just took my much disparaged FSC_SURFACE program and replaced the line that creates the surface object with these lines:

```
x = Randomu(seed, 5000) * 100
y = Randomu(seed, 5000) * 100
z = Randomu(seed, 5000) * 100
```

```
symbol = Obj_New('IDLgrSymbol', 2)
thisSurface = Obj_New('IDLgrPolyline', x, y, z, $
  Linestyle=6, Symbol=symbol)
```

The polyline is created instantly, and the resulting points rotate in 3D space more or less instantaneously on my (by now) middle of the road computer.

Cheers,

David

--

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
Toll-Free IDL Book Orders: 1-888-461-0155

Subject: Re: Draw a point in 3D graphic object ?
Posted by [xavier.presseq](#) on Fri, 19 Apr 2002 08:23:42 GMT

David Fanning <david@dfanning.com> wrote in message news:<MPG.1728778c2f08dcaa989896@news.frii.com>...

> Xavier (xavier.presseq@cesbio.cnes.fr) writes:

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> David

Thank you for for answer.

I have found my problem, I use Idl5.2. On highter version, my program work better and faster with graphic objects like Polyline.

Thank you David.

Xavier
