Subject: Re: Object Graphics Roting Sphere

Posted by David Fanning on Thu, 05 Feb 2004 01:59:51 GMT

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## Jamie writes:

- > Does anyone have an example of how to make a rotating sphere using object
- > graphics? An example that shows a rotating planet with a topographic map
- > would be ideal;)

Well, here is something really simple and easy. Download SIMPLE SURFACE:

http://www.dfanning.com/programs/simple\_surface.pro

Find these two lines on line 434:

```
thisSurface = OBJ_NEW('IDLgrSurface', data, x, y, $
Color=[255,255,0], Extra=extra, Hidden Lines=hidden lines)
```

Replace the two lines above with this one:

```
thisSurface = OBJ_NEW('ORB',Color=[255,255,0])
```

Walla! Behold, a rotating sphere!!

I'll leave the topographic map part to you. :-)

Cheers,

David

\_\_

David W. Fanning, Ph.D.

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Covote's Guide to IDL Programming: http://www.dfanning.com/

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Subject: Re: Object Graphics Roting Sphere

Posted by David Fanning on Thu, 05 Feb 2004 02:05:00 GMT

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David Fanning writes:

> Well, here is something really simple and easy.

Of course, there is the even simpler (if less illustrative):

IDL> XObjview, Obj\_New('Orb')

Cheers,

David

P.S. Let's just say getting the rotating sphere is probably \*not\* the hardest part. :-(

--

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Subject: Re: Object Graphics Roting Sphere Posted by Rick Towler on Thu, 05 Feb 2004 17:16:17 GMT

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"Jamie" wrote...

- > Does anyone have an example of how to make a rotating sphere using object
- > graphics? An example that shows a rotating planet with a topographic map
- > would be ideal;)

I worked this up a while ago for someone. It is an object graphics globe. You can rotate it and zoom in and out. It is a fairly simple example but it should put you well on your way. The program is camdemo\_\_examine.pro and is packaged up with an old version of my camera object:

http://www.acoustics.washington.edu/~towler/programs/camera\_ \_define.zip

I doesn't use a topographic texture, but you could easily swap one in.

-Rick

Subject: Re: Object Graphics Roting Sphere Posted by David Fanning on Thu, 05 Feb 2004 17:55:50 GMT

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Rick Towler writes:

> I worked this up a while ago for someone. It is an object graphics globe.

- > You can rotate it and zoom in and out. It is a fairly simple example but it
- > should put you well on your way. The program is camdemo\_\_examine.pro and is
- > packaged up with an old version of my camera object:

>

http://www.acoustics.washington.edu/~towler/programs/camera\_\_define.zip

Oooghh. I like that! :-)

Cheers,

David

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