
Subject: "Object Graphics and Vectors" Reloaded
Posted by [Ralf Schaa](#) on Tue, 03 Aug 2004 12:35:13 GMT
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...sorry, I pushed the button too quick...

G'day group,

a few days ago I had a question of how to plot a spacecraft trajectory with object graphics. After David's hint to use IDLgrPolyline when plotting an orbit around a sphere in 3d I was able to do that, and it looks great.

But now I am stucked with this:
How to plot some vectors (the spacecraft's velocity vector) for some defined times on that spacecraft trajectory.

I found Rick Towlers 'vector' Object , which he posted 2002 and it plotted a vector in my scene, unfortunately not in the right scale and at the right place, i tried the coord_conv but this did not help ...

Of course there is a scaling problem, since the magnitude of the s/c velocity is much less than the scale of the coordinate system, so i multiplied with a factor that makes sure I'd see the vector ...

So, has someone a clue of how to set the scales right for that vector-object, or should I consider a new approach?

Thanks a lot
-Ralf
