Subject: Re: Joystick of 3-D spatial trajectory
Posted by Andrew Cool on Mon, 13 Mar 2006 05:27:31 GMT
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Richard G. French wrote:
> Hi, folks -
> I have an xyz array of spacecraft locations as a function of time, and I'd
> like to put this in a 3-D display that lets me use the mouse to rotate the
> visualization of the trajectory. I tried looking at the Itools demo, but
> after staring at the hourglass for a long time, I never did get the demo to
> do what I thought it was supposed to do. I seem to recall that there is a
> canned routine for this sort of thing, but I can't locate it. Any
> suggestions? Thanks!
> Dick French

What about XOBJVIEW?

Or, if you really want to get out there, and follow your spacecraft,
try
Rick Towler's camera objects.

Andrew

Subject: Re: Joystick of 3-D spatial trajectory
Posted by Jean[1] on Mon, 13 Mar 2006 17:08:05 GMT
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Richard G. French wrote:
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> canned routine for this sort of thing, but I can't locate it. Any
> suggestions? Thanks!
> Dick French
>

The easiest way might be to use xplot3d.

Jean

Subject: Re: Joystick of 3-D spatial trajectory

Posted by Rick Towler on Mon, 13 Mar 2006 17:56:08 GMT
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Richard G. French wrote:
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> visualization of the trajectory. I tried looking at the Itools demo, but
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> do what I thought it was supposed to do. I seem to recall that there is a
> canned routine for this sort of thing, but I can't locate it. Any
> suggestions? Thanks!

I second Andrews suggestion of IDLgrPolyline and XOBJVIEW:

```
IDL> len=1800
IDL> data = FLTARR(3,len)
IDL> data[0,*] = SIN(FINDGEN(len)*!DTOR)
IDL> data[1,*] = FINDGEN(len)/100.
IDL> data[2,*] = COS(FINDGEN(len)*!DTOR)
IDL> oLine = OBJ_NEW('IDLgrPolyline', data, THICK=3, COLOR=[80,230,200])
IDL> oMod = OBJ_NEW('IDLgrModel')
IDL> oMod -> Add, oLine
IDL> xobjview, oMod
```

XOBJVIEW's interface is a bit constricting but it may be all you need.
If you want to "get into" the flightpath, you know fly around the
flightpath, then you'll want to check out my camera. If you get to that
point, let me know.

-Rick