Subject: rotation with "HIDE"
Posted by adisn123 on Wed, 30 Aug 2006 23:09:23 GMT

Hi,

The other day, I posted a topic related to "a large array display in
3D" and its rotation.
I got a response from Rick Towler to the matter of improving the
rotating rate.
He said that I can hide lots of data while rotation and let it display
all data after rotation is done.
I could understand the concept and think it's really good idea, but
can't figure out how to
manipulate the "xplot3d" procedure or make my own view to do that.

Here are a part of his response that I cut and pasted.
>> Another thing to consider would be to write your own viewer which HIDEs
>> almost all of your data when you rotate the objects. You could do this
>>   by plotting the data in 2 IDLgrPolyline objects. One with some data,
>> the other with lots. When a mousedown event is processed you hide the
>> 'lots of data' polyline. At mouseup you unhide it.
>> I was suggesting that you hide most (not all) of your data to make
>> rotating and zooming easier since with fewer objects to draw the program
>> will be much more responsive. Drawing just a subset of your data will
>> still allow you to have some sort of reference when manipulating it.
>> When you are done rotating/zooming etc. then *all* of the data is drawn
>> so you see the entire data set.

So, all I need to is to make a program that does plots only some number
of data while rotation (mouse down event) and display all when the
rotaion is done(mouse up event).
It sounds easy, but somehow, I can't figure out.

Any help, please?