
Subject: Suppose this...

Posted by [David Fanning](#) on Thu, 24 May 2007 17:38:27 GMT

[View Forum Message](#) <> [Reply to Message](#)

Folks,

Alright, suppose this.

Suppose I wanted to build a 3D transparent globe, with continental outlines, major cities, etc. displayed on it. And suppose I wanted to stick a sphere in the center of the globe with pointy bits sticking out of it. (Think of those medieval weapons that the Visigoths swung from a chain to bash in the skulls of their enemies.) I'd like to see where the pointy bits stick out of the globe. (Please don't ask me why.)

Would IDL be the software you would use to do this? Would I run into the "pimento problem" with the back side of the globe?

Just thinking out loud. :-)

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Subject: Re: Suppose this...

Posted by [David Fanning](#) on Fri, 25 May 2007 19:50:47 GMT

[View Forum Message](#) <> [Reply to Message](#)

Pete Warner writes:

- > Hurray, an opportunity to link back to what I consider my most useful
- > post:
- > <http://tinyurl.com/27h4fl>
- >
- > That contains some code that should create a wireframe globe of the
- > continents. I've used it with a solid sphere with a slightly smaller
- > diameter to create a functional globe model. It was my first object
- > graphics project though and I'm sure there are better ways to do it.

Hooeey! You guys are putting money in my pocket! Thanks
for everyone's help. :-)

Cheers,

David

P.S. Pete, do you mind if I post this. You aren't going to
become famous if you rely on obscure IDL newsgroup links. :-)

--

David Fanning, Ph.D.
Fanning Software Consulting, Inc.
Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Subject: Re: Suppose this...

Posted by [warner.pete](#) on Fri, 25 May 2007 21:35:58 GMT

[View Forum Message](#) <> [Reply to Message](#)

On May 25, 2:50 pm, David Fanning <n...@dfanning.com> wrote:

> Pete Warner writes:

>> Hurray, an opportunity to link back to what I consider my most useful
>> post:

>> <http://tinyurl.com/27h4fl>

>

>> That contains some code that should create a wireframe globe of the
>> continents. I've used it with a solid sphere with a slightly smaller
>> diameter to create a functional globe model. It was my first object
>> graphics project though and I'm sure there are better ways to do it.

>

> Hooeey! You guys are putting money in my pocket! Thanks
> for everyone's help. :-)

>

> Cheers,

>

> David

>

> P.S. Pete, do you mind if I post this. You aren't going to
> become famous if you rely on obscure IDL newsgroup links. :-)

>

> --

> David Fanning, Ph.D.
> Fanning Software Consulting, Inc.
> Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
> Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Post away, I'm glad I have something to share back.
