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Subject: Help: ARL routines & view settings  
Posted by [avourlid](#) on Wed, 09 Sep 1992 20:28:02 GMT  
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Hello everybody,

I'm trying to use the ARL routines in v4.0 PV~WAVE in order to visualize the motion of 2-3 spheres attached to springs. For now I'm doing this in 2D and it seems to work fine. However, I'd like to be able to give a 3D appearance in the system but I'm not able to understand how CENTER\_VIEW or SET\_VIEW3D work. I'm using POLY\_SPHERE & POLY\_SHADE to create the spheres and then T3D,trans=[..] to move them in the x-y plane finally stacking each position in an animation array. Whenever I try to set the view with another perspective or viewvector etc I get that POLYSHADE error: vertex # out of range. There must be some easy way to keep the vertex in range so one could be able to move around the spheres.

One other educational application would be a solar system showing the planets revolving around the sun where one could move in and out of the ecliptic or zoom to a planet and see its satellites as they revolve around it. I believe that it's feasible using the rendering routines and fun, too!

Any suggestions would be greatly appreciated

Sincerely,  
Angelos Vourlidas  
[avourlid@nrao.edu](mailto:avourlid@nrao.edu)

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