
Subject: Explosion problem (object graphics)

Posted by [shearerm](#) on Sat, 03 Jul 1999 07:00:00 GMT

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I have a 3d data array of the flame progression from some large scale tests. I wish to display iso-surfaces (i.e. the flame surface at a given time) from this data plus a certain amount of geometry and the locations of the instruments that produced the data. I then want to produce an animation of the development of the explosion.

I know this all sounds fairly ambitious, especially since I am fairly new to IDL, but I can see how most of it can be achieved. The only problem I have is that I can not figure out how to generate the is-osurface as an object. (I have succeeded with the non object based commands)

Can any one help?

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