

---

Subject: Re: Direct or object graphics  
Posted by [davidf](#) on Wed, 15 Sep 1999 07:00:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Ben Tupper (tupper@seadas.bigelow.org) writes:

>> If it were me, I'd do it in direct graphics. The only  
>> things that really seems to scream "object graphics" to  
>> me are those things that require a 3D representation.  
>  
> I have been stewing over a similar object/direct graphics problem. I often  
> need enable data picking from a 2d or 3d scatter plot. In the past I have  
> accomplished 2d data picking in direct graphics; what a BEAR to wrestle  
> with. It seems like OOG makes data picking easy. Should data picking be  
> added to the things that 'scream'?

Yes, I think so. The only way to do 3D data picking  
in direct graphics is to have a copy of the window  
around in the Z-graphics buffer, where you \*can\* get  
3D location information. As you say, it is a bear  
to get it to work properly.

Since the object graphics system \*is\* a Z-graphics  
buffer almost by definition, 3D data picking just  
sort of falls out of it. Very easy.

Cheers,

David

--

David Fanning, Ph.D.  
Fanning Software Consulting  
Phone: 970-221-0438 E-Mail: [davidf@dfanning.com](mailto:davidf@dfanning.com)  
Coyote's Guide to IDL Programming: <http://www.dfanning.com/>  
Toll-Free IDL Book Orders: 1-888-461-0155

---