Subject: Re: Direct or object graphics Posted by Ben Tupper on Wed, 15 Sep 1999 07:00:00 GMT

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David Fanning wrote:

<blockquote TYPE=CITE>&nbsp;

<br/>br>lf it were me, I'd do it in direct graphics. The only

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<br/>
<br/>
dr>things that really seems to scream "object graphics" to

<br>me are those things that require a 3D representation.

<br/><br>&nbsp;

<br/><br/>knbsp;</blockquote>

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'? --

Ben Tupper

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