
Subject: Re: obj graphics fly-thru help

Posted by [Martin Schultz](#) on Fri, 13 Oct 2000 07:00:00 GMT

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Rick Towler wrote:

>
> And yes, I have looked at the IDL demo program flythru.pro. This
> interface isn't close to what I would call a flythru. Try it and you'll
> see what I mean.
>
> I am starting to think that the problem is more complex than I first
> thought.
>
> Does anybody know if this is even possible in IDL?
>
> -RHT
>
> Rick Towler wrote:
>>
>> This is a second cry for help.
>>
>> I am trying to develop a set of algorithms that will allow me to
>> "fly/walk thru" a 3d scene. Via keyboard events I translate the op
>> model in the XZ plane (forward/back and slide left/right). This is easy
>> enough.
>>
>> What I would like to do is use the mouse to adjust pitch and yaw of the
>> viewer (look up/down and left/right). So far my attempts have been less
>> than perfect. As I understand it, the solution is to change the point
>> of rotation of the Top Model from 0,0,0 to the "eye" of the viewer.
>> Basic trig. But this isn't yielding the expected results. My guess is
>> that I am not understanding the entire problem.
>>
>> Has anybody done anything like this? Do you have any tips?
>>
>> Thanks.
>>
>> -Rick Towler

Perhaps you could profit from looking at the ARGOS tool:

<http://www.lapeth.ethz.ch/argos/argos.html>

I have never used it myself, but flythrough is what David Bresch and Mark Liniger advertize...

Cheers,
Martin

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