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Subject: Re: obj graphics fly-thru help

Posted by [Rick Towler](#) on Thu, 12 Oct 2000 07:00:00 GMT

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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

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