
Subject: Re: IDL virtual reality (was 3D Object IDL)
Posted by [Pavel A. Romashkin](#) on Wed, 08 Aug 2001 23:47:39 GMT
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Rick Towler wrote:

>
> If you need them to cross at some focal point
> (which I assume real eyes do) you will need to set the LOOKAT value to some
> point on the horizon (for example lookat=[0,0,-20])

So, not just my eyes after a day at the computer are crossed behind the
back of my head - [0,0,*-20*]?

This makes me feel better :-)

Cheers,

Pavel
