Subject: Re: Newbie question again - Marking region of interest
Posted by Mark Hadfield on Sun, 28 Oct 2001 20:44:05 GMT

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From: "Logan Lindquist" <llindqusit@mrdoc.cc>

>> It is not possible to combine direct and object
>> graphics. The two graphics systems are completely
>> different and independent. You must choose one or
>> the other for any particular graphics window.
> [snip]
>
> What about making two windows of the same size but only keep the one you
> want to work in active and visible at any given moment? One would be an
> object window and the other would be a direct window. I am not sure
exactly
> how this would work....

Me neither.

Alternatively you can transfer information in either direction between OG
and DG in image form (DG -> OG: send direct graphics commands to a Z buffer
or pixmap, tvrd the buffer and load the byte data into an IDLgrImage;
OG->DG: render objects to IDLgrBuffer, extract bytes and TV to screen.)

But I think neither of these work-arounds invalidates the above statement
(David's I think).

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