Subject: Re: Object Graphics: multiple Views of same model
Posted by Rick Towler on Wed, 19 Dec 2001 18:03:06 GMT
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I'm sorry, but I go the link wrong.

try this: http://www.acoustics.washington.edu/~towler/

I forgot the trailing slash....

-Rick

"Martin Downing" <martin.downing@ntlworld.com> wrote in message
news:cQYT7.37564$0A4.2785570@news11-gui.server.ntli.net...
> "Rick Towler" <rtowler@u.washington.edu> wrote in message
> news:9vo1tb$1b8i$1@nntp6.u.washington.edu...
>> I think Dick wins the prize. The alias keyword to IDLgrModel::Add will
>> allow you to do exactly what you want to do.
>>
>> On a related note, you should try my camera object instead of the
> IDLgrView
>> object for setting up your view volume and manipulating your model
>> transforms. It will simplify your life.
>>
>>
> Thanks Rick,
>
> I've posted code (in reply to Dick) which shows the first stage at least
of
> what I am trying to do, and yes it is related to a stereo head up display.
> Key thing about it is that you can set up a model frame, then a world
frame
> in which you might add lights, then alias this world frame to the views,
> when you rotate the single model frame all the views see the same change
> from their viewpoint.
>
> I will look at your stuff later - cant get through now.
>
> Martin
>
>
>
>