
Subject: Re: Object Graphics: multiple Views of same model
Posted by [Martin Downing](#) on Wed, 19 Dec 2001 09:09:41 GMT
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"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
