
Subject: Object Graphics: multiple Views of same model

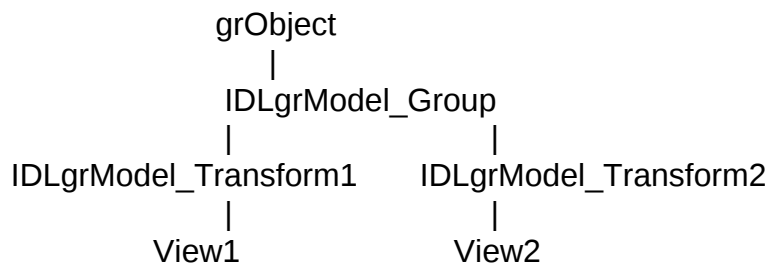
Posted by [Martin Downing](#) on Tue, 18 Dec 2001 12:47:55 GMT

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Ok, todays object graphics question:

Say you have a 3D object model and you want to view it in 2 or 3 orthogonal directions as you rotate/manipulate it.

Can this be done with a single object instance? Which we would represent :



I guess not as we now have the reverse of IDLs graphics Hierarchy, and our model_group is not allowed two parents (poor thing!). However it seems to me a very reasonable thing to want to do, as a graphics model should be viewable from multiple positions. I cant see how Scenes or Viewgroups can help, so is the only way to use one view, switching all its settings and the top level model transform to look like other views before drawing to the other windows?

Martin
