Subject: Re: 3D Input Device for manipulating 3D objects.
Posted by Rick Towler on Thu, 02 Oct 2003 17:50:57 GMT
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"Daniel Carreira" wrote...

> Has anyone had any experience using a 3D input device in IDL?

I can't say that I have, but lo have I tried... I don't work with
individual objects much, more environments or scenes, so the need to move
about "naturally" has led me to investigate input alternatives. Since we
can't really justify spending money on professional 3D input devices I have
experimented with a range of joysticks, gamepads, keyboard and mouse
combinations.

The issue in your case would be getting input into IDL. IDL has no support
for input devices other than your standard keyboard and mouse out of the
box. You most likely will find that there are either drivers that allow you
to interface thru "standard" libraries (like MS DirectX) or the manufacturer
may provide a custom API.

I have written a .dlm which provides support for keyboard, mouse and
joystick input via the DirectInput component of DirectX. It has it's
limitations but for certain applications it works great. This of course
would only work if your 3d input device worked with DirectInput. Which it
may... You can pick the .dlm up here:
http://www.acoustics.washington.edu/~towler/

If your 3d input device doesn't work with directInput then you would be on
your own. Writing a .dlm isn't that difficult but much would depend on what
the manufacturer provides.

-Rick