
Subject: Re: An Interactively rotating 3D animation ?
Posted by [Rick Towler](#) on Tue, 10 Feb 2004 00:42:33 GMT
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"David Fanning" wrote in message...

> Rick Towler writes:

>

>> If both smooth animation and user feedback are important, you'll have to set

>> up a single timer based event loop and poll inside that loop for user input.

>> The downside of this approach is that it isn't portable.

>

> Why wouldn't this be portable?

>

Well, I should have said "The only way I know how..." since I don't know how to actually poll for mouse input within IDL. The docs advise against using CURSOR in draw widgets and I have to admit I haven't tried it. Looking at the docs it looks like it blocks if you want button data which would eliminate it as a possible kludge in this case anyways. So we're back to capturing input via events, aren't we?

I'm sure there is a way of structuring an event-based application to provide smooth animation and user feedback but it is much more difficult than simply firing a timer event every n/th of a second then polling, updating and drawing. Which is why I wrote a DLM to poll for mouse, keyboard, and game device input in windows using directInput. But like I said, it isn't very portable.

-Rick
