
Subject: Re: An Interactively rotating 3D animation ?
Posted by [David Fanning](#) on Tue, 10 Feb 2004 02:47:23 GMT
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Rick Towler writes:

- > 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 guess I thought you were talking about a "WHILE 1 DO" sort of event loop, ala CW_DEFROI, which appears to propagate its havoc everywhere in a device independent way. :-)

- > 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.

I'm not sure a DLM is necessary. I'm working on a fairly large medical imaging application that has a cine going pretty much all the time with a timer, and we don't have much trouble drawing ROIs in other widget windows, etc. I guess the key is getting through your event handlers in a timely fashion, but this really doesn't seem to be much of a problem on today's standard computers.

Object graphics can obviously be a bit slower, but even there, I don't think this would be particularly difficult.

Cheers,

David

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