Subject: Website update
Posted by Rick Towler on Thu, 19 Feb 2004 01:09:38 GMT
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About two years ago I put up a few skimpy web pages offering up my object
graphics camera class and directInput DLM with a promise to add more. I
have *finally* found the time to update these web pages. Highlights:

RHTgrCamera

My original camera class has evolved into RHTgrCamera offering a wealth of
new features mainly view frustum culling and pixel aspect ratio locking.
This class acts as a replacement to IDLgrView providing intuitive control of
scene composition. It further abstracts some of the more obtuse properties
of IDLgrView making it easier to set up and use. If you are writing
interactive object graphics applications or are creating animations, you'll
want to take a look at this.

RHTgrCamera is dependent upon RHTgrAABB and RHTgrQuaternion. RHTgrCamera
and RHTgrAABB also both require a dlm. I am providing compiled dlm's for
windows and solaris. The source is available and I would be grateful to
receive compiled dlms for other platforms.

There is a new demo available too which demonstrates view frustum culling,
pixel aspect ratio locking, and navigating 3-space via keyboard and mouse.
This demo requires IDL 5.6+ and a good graphics card.

Current users of my camera class (all two of you) will want to note the
significant changes to the object interface. RHTgrCamera is not a drop in
replacement. Also, the few of you that have early releases should download
the latest version. A number of changes/fixes have been made.

directInput.dlm

directInput.dlm provides an interface to the win32 directInput API for
acquiring keyboard, mouse and joystick data. I have updated the directInput
DLM to allow for multiple interface instances.

Two new demo programs are available. directInputDemo.pro displays the
status of any directInput devices. camdemo_di_cullnfly.pro is a version of
my latest camera demo which uses directInput.dlm to acquire user input.
Using directInput.dlm results in a much smoother interface and allows this
demo to work with pre 5.6 version of IDL (win32 only of course).

jEdit page

jEdit is the open source programmer's text editor (www.jedit.org). If you are looking for a good IDL editor and you fear IDLWAVE, give jEdit a try. I have added a page about using jEdit with IDL .pro files and I am offering up an IDL mode file, editor scheme, and example class template.

There are a few pages that aren't complete. Hopefully I'll get to them quicker this time around :) It all can be found here:

http://www.acoustics.washington.edu/~towler/

-Rick