Subject: Re: lat/lon from orb object
Posted by Rick Towler on Thu, 19 Aug 2004 22:11:25 GMT
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Well I suppose you could do something fancy with the transform that is returned by the trackball (I would start with the matrix and quaternion FAQ easily found by googling) or I would drop the trackball and use my camera object. And lucky day, I have a demo program with a map of the world which "rotates" using the camera (the camera actually rotates about the orb). It even prints out your approximate lat/lon. Understand that I put *zero* thought into the whole lat/lon thing so you'll probably want to use it as an example of what not to do. At any rate, you'll easily be able to get a lat/lon relative to the orb. Calculating a lat/lon relative to your texture takes a bit more work.

Since the sysadmin (me) hasn't gotten around to configuring apache to export our public_html directories the code isn't currently online. I can email it to you if you desire.

-Rick

Jeffrey R. Hall wrote:

>
> Or, suppose I limit rotation to a single axis. How do I
> determine how many degrees of rotation occured after
> rotating it via the trackball object?
>
> Thanks,
>
> Jeff
>
>
> Jeffrey R. Hall wrote:
>
>>
>> I have an orb object with a map of the world that rotates
>> with the trackball object. How do I determine the lat/lon
>> at the center of the orb after rotation?
>>
>> I searched the archive and haven't found the answer.
>>
>> Thanks,
>>
>> Jeff
>>
>