Subject: Re: lighting /ALIASed models
Posted by Rick Towler on Wed, 19 Oct 2005 16:51:55 GMT
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LOL.

So seconds after I posted this I jumped back into IDL and lookee there
in the console output:

% RHTGRCAMERA::ADD: Objects must be, or be subclasses of IDLgrModel

Yes. I didn't put my light in a model. When I *do* add the light to a
model all is well.

Nothing to see here. Move along....

<sigh>

off to get a cup of coffee

-Rick

Rick Towler wrote:
> I apologize about posting before thinking, but it has been a little slow
> around here...
>
>
> Is it possible to light two views, one containing aliases of the models
> contained in the other, differently?
>
> For example:
>
> Model A contains the geometry and a single IDLgrLight (spot).
>
> View A is a "head on" view and contains model A.
>
> View B is an orthogonal view, containing an alias of A, and also
> containing a single IDLgrLight (ambient).
>
>
> What I would like is for View B to be fully illuminated by the ambient
> light but the ambient light has no effect. Like I said, I haven't
> thought about this, nor have I experimented. Yes. I know, I haven't
> done my homework... My guess is that this is not possible.
>
>

> I know I could *copy* the geometry into a Model B and display that in
> View B along with the ambient light but I am using my camera object
> which applies transforms to the models contained w/in it and without
> getting into the details this would be a hack I would like to avoid.
>
>
> -Rick