
Subject: Re: coordinates in threedimensional object graphics ?

Posted by [Rick Towler](#) on Mon, 24 Oct 2005 16:31:18 GMT

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> I play around with object graphics and try to build a routine which is
> able to visualize 3d objects of different sizes in th same way.

XOBJVIEW does this. I believe there is an object-ified version
available from the RSI user contrib library which probably adds a good
bit of flexibility.

> When I define the viewplane_rect and the zclip of my view, everything
> works fine before I rotate the view. Then the coordinate system is not
> the coordinate system of the defined axes anymore.

I'm not sure exactly what your issues are. When you rotate the object
does it rotate out of the view?

> Is there an easy way to calculate the coordinates for viewplane_rect and
> zclip from the coordinates of the rotated axes ?

While there probably is a way to do this, you'd be working backwards.
It is best to think of the view as fixed and (unless you are "zooming")
the viewplane_rect as fixed. You operate on the objects contained
within the view, manipulating their transforms to yield the desired
results. So your question is regarding transforming your models in some
way. Maybe you can add some details.

-Rick
