Subject: Re: object graphics - transparent surfaces
Posted by Rick Towler on Thu, 08 Jun 2006 19:32:45 GMT
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greg michael wrote:

> I'd be very interested to take a look at your meshing routines, and
> your camera object, too.

Here's a link to a package containing the code and a demo. Take it for
what it is worth. The demo was not written for distribution and as
written relies on IDL 6.3 (IDLsysMonitorInfo class which can be removed
and you can fake it) and also a couple of my windows only dlms. I have
provided pre 6.3 and 6.3 win32 dlms. All other dlms will need to be
built for non-windows platforms. The code can be modified to work on
these platforms but it will take a bit of work.

 http://www.acoustics.washington.edu/~towler/programs/RHTgrCa mera_StereoPackage.zip

-Rick