
Subject: Re: How to get a very large 2D projected surface image

Posted by [Rick Towler](#) on Mon, 11 Dec 2006 20:30:17 GMT

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Rick Towler wrote:

- > You will need to determine exactly what ITTVIS means when
- > they say "zoom". Is their LoD code tied to IDLgrWindow requiring you to
- > use IDLgrWindow's Zoom* methods? Or is it more general, determining the
- > visible portion of the surface by calculating surface/frustum
- > intersection?

To make this clear, I mean surface / *view* frustum intersection. That is, the portion of the surface that is bounded by the viewing frustum defined by the VIEWPLANE_RECT, EYE, and ZCLIP parameters of IDLgrView.

-r
