Subject: Re: XYZ object scene values from camera perspective
Posted by David Fanning on Thu, 19 Apr 2007 19:38:01 GMT

wclift01@harris.com writes:

> Given an object graphics scene is there a way to determine the XYZ
> data coordinates defined by an arbitrary subset of the camera's FOV?

Rick is going to have to answer this, as I don't understand the
question. Are you looking for something like the PickData method
on an IDLgrWindow object:

   http://www.dfanning.com/ographics_tips/pt3d.html

Cheers,

David
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Coyote's Guide to IDL Programming: http://www.dfanning.com/
Sepore ma de ni thui. ("Perhaps thou speakest truth.")