Posted by prahladvkumar on Tue, 22 May 2007 07:59:39 GMT View Forum Message <> Reply to Message On May 22, 2:28 am, Rick Towler < rick.tow...@nomail.noaa.gov> wrote: > Sorry to come in late on this, I was on holiday... > Don't listen to David on this one. Unless they have upgraded this demo, > d flythru.pro is a horrid "flythru" application (apologies to the > author.) Maybe I am a bad pilot, but I couldn't fly using that > interface to save my life. > > O.K. Maybe my code is horrid too, but to have a natural interface to anyflythruyou'll need a camera system to transform your surface accordingly and my code is at least a start: > http://www.acoustics.washington.edu/~towler/RHTgrCamera.html > > There is a full blownflythrudemo included in the RHTqrCamera package, camdemo_cullnfly.pro. If you're on win32, consider the directInput version of this program found here: > http://www.acoustics.washington.edu/~towler/directInputDLM.h tml > WIDGET_DRAW now handles mouse wheel events which was the big advantage of my directInput DLM but I still find it is smoother overall. > -Rick > > > prahladvku...@gmail.com wrote: >> Dear All, >> I am planning for a 3dflythru using IDL. >> I am having satellite data and the corresponding DEM. >> Now, I want to overlay the data on the DEM and have a 3Dflythru. >> The controls are to be made using keyboard instead of mouse. >> Please do the needful. > >> Cheers, >> PrahladV- Hide quoted text -> - Show quoted text -Dear Rick,

Subject: Re: idl flythru

Thanks for the support u had given to me. I am very new to IDL. Can u just guide me how to use these programs for my application.

I am having Ikonos data and DEM of the same. I want to have flythru and control the path using keyboard controls.

Please do the needful.

Cheers, Prahlad V