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Subject: Re: idl flythru  
Posted by [Rick Towler](#) on Mon, 21 May 2007 21:28:36 GMT  
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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 any flythru you'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 blown flythru demo included in the RHTgrCamera 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.html>

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

prahladvkumar@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,  
> Prahlad V  
>