
Subject: Re: about WSET

Posted by [Bob\[3\]](#) on Wed, 04 Jul 2007 15:28:33 GMT

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On Jul 4, 1:48 am, airy.ji...@gmail.com wrote:

> I don't know wheather you have been played the first person angle
> games like Quake3 or Counter Strike.In this games ,we can use the
> mouse to control the rotating of the "head",we can move the mouse to
> the left represent the "head" rotating to the left even if move the
> mouse to the side of the screen it still can be useful.I recorded the
> start position and end position of the mouse moving,use the offset
> representing the radian that "head" need to rotate.But when I move the
> cursor to the side of the screen,I have no idea how to make a
> continuous rotating of the "head",because I can't use the offset of
> the cursor movement to represent the radian that "head" rotating in
> this situation.So I think if this situation happened,I can set the
> mouse to the center or the other side of the screen,then I can make a
> continuous one direction mouse moving which is representing the
> continuous rotating of the "head".In fact,there must be some other way
> to realize this effect.Like DirectX and OpenGL all have their own
> function to realize this effect.But I'm highly wished we can use the
> IDL to realize it.
> Hope I've interpreted it clearly.Please parden my poor english.That is
> also a hard work for me too.^_*
> Thanks

Seems to me the effect you are looking for isn't so much having the
"mouse offset" represent the "radian that "head" need to rotate", but
rather have the offset proportional to the rate of change of the
"head" turn.

By making the offset porportional to the rate of turn rather than the
absolute magnitude having the mouse cursor centered would keep the
viewing angle steady (no turn). Having it mouse at the left window
edge would have the view turning to the left at a maximum allowable
rate. Having the mouse partially to the left of center would turn the
"head" left at a slower rate. That would allow continuous rotation to
the left(right) whenever the mouse is to the left(right) of center.
I haven't played any first person angle games in quite a while, but
that is how I remember them working.

Being able to re-center the mouse, as Mike's pro above does would
still be useful to quickly stop any rotation.

Bob.
