## Subject: Rick Towler please come in again!I can't send a email to you?!
Posted by airy.jiang on Wed, 05 Sep 2007 08:24:09 GMT

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Hi!Rick!
I'm sorry that I used this way to ask you question again.Because I
failed sending the email to you even used your new email address.If
you wish ,I hope you can give a useful email to me ,so that maybe more
convenient to comunicate.

I have tried use your codes and the Camera Object did some
tests.That's really a cool demo!
In fact , I have already written a program with IDL which can
demostrate the same effect like your demo: camdemo_cullnfly.But when I
see the another demo:camdemo_di_cullnfly, I was surprised with the
fluent navigating in 3d-space,this demo was much more better than the
"camdemo_cullnfly" and my code,because that used the directInput.dlm.I
have suggested you to update the version of the dlm before,and you
indeed released a new version of it.Now I can use it under IDL
6.4,that's really a nice tool!I wanna say thanks to you!But I still
got some questions.
First,normally, I can use the directinput.dlm access the keyboard and
mouse,but sometimes ,when I set timer of the Widget_Base(maybe the top
base) ,it doesn't works.I don't know why.I've read the doc,and tried
the way that set the keyword "Exclusive" equal 1 of the function
"DI_AquiredKeyboard",but I failed to control the function to get the
mouse or keyboard from the right widget.Why?
Second,Is that nessesary to set the timer at the begining and after
the event processing?Why should it refresh every 0.2 second to get get
the infomation of the mouse or keyboard?Can't I use the function
"DI_PollMouse" to get the mouse or keyboard whenever?

That's all.Thanks again!
Waiting for your reply!