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Subject: Re: EYE question in the IDLgrView  
Posted by [Rick Towler](#) on Tue, 07 Apr 2009 18:50:52 GMT  
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Ilo wrote:

- > Hi group,
- >
- > I try to do a zoom in, zoom out in an IDLgrView that draws some
- > graphic objects.
- > I tried to do the zoom using the EYE property. If I want ZOOM In I
- > decrease the position of the EYE and if I want ZOOM out I increase the
- > distance between the eye and the center of the viewplane rectangle.
- >
- > Why nothing seemed to happen ? I mean, I've a PERSPECTIVE projection
- > and it should works but no results...
- >
- > The ZNear and Zfar are the default values.
- > Does anybody knows why I don't obtain a good zoom action? There is an
- > another way to do that?

Moving the eye location doesn't change the zoom much. What you need to do is change the viewplane\_rect. Reducing the viewplane\_rect will "zoom in" and enlarging it will "zoom out". I recommend checking out this page in general:

<http://www.acoustics.washington.edu/~towler/RHTgrCamera.html>

and you can look at the zoom method of camera\_\_define found here:

[http://www.acoustics.washington.edu/~towler/programs/camera\\_\\_define.zip](http://www.acoustics.washington.edu/~towler/programs/camera__define.zip)

I recommend using my camera code for all of your object graphics composition needs so you may want to consider that. Start with the camera\_\_define package as it is far simpler and doesn't require any DLMs.

You can also simply use the ZoomIn and ZoomOut methods of IDLgrWindow. I haven't used them myself and reading the docs you still manipulate the viewplane\_rect.

-Rick

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