Subject: Object-Graphics: How to compute screen XY from model XY
Posted by M. Katz on Sun, 01 May 2011 17:01:39 GMT
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In an object-graphic draw window, I'm trying to figure out the on-screen pixel location of a given coordinate in the (rotated, scaled, and translated) model.

Working with IDLgrWindow, it's easy to do the reverse. That is, when you know a cursor position, [event.x, event.y], you can calculate the position within the graphics model using
  result = oWindow -> PickData(oView, oModel, [event.x,event.y], XYZ)
After this command, it's contained in XYZ.

But what about the other way? Say we have an XYZ value and we want to calculate the effective cursor position, cursor_xy, or screen coordinate. This would be the equivalent of an [event.x, event.y].

It seems that there should be a function for this. I'm pretty sure I can deduce the position from a few sampled points and some vector math, but should I have to?

Thanks,
M.