
Subject: Re: Rick Towler's RHTCamera on 64 bit Windows

Posted by [tegu](#)s on Sun, 18 Aug 2013 12:12:07 GMT

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On Saturday, August 17, 2013 1:04:24 PM UTC-4, william....@gmail.com wrote:

> Hi,

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>

> I've used Rick Towler's RHTCamera for several years, but when I transitioned to 64 bit systems, while I could successfully recompile RHTCamera.dll and RHTgrAABB.dll, the code that runs on the 32 bit OS throws an error "array has too many elements".

>

> Has anyone also encountered this error and is there a work-around?

>

>

>

> Thanks,

>

> Bill

All,

Just wondering, is there anyone else still using RHTgrCamera? If you are unfamiliar with it, check out:

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

From the webpage:

"With the RHTgrCamera object you no longer need to move your models into your view. Position your models in your world, place and point the camera, and draw. Want to view your objects from a different perspective? Move the camera and draw. Fly over or through? Move. Draw. Move. Draw...

RHTgrCamera works as a replacement to IDLgrView providing intuitive control of object graphics scene composition. The RHTgrCamera object is a subclass of IDLgrView and works by creating a transformation matrix based on its location and orientation and applying that transformation to the models contained within the camera, transforming the models from world space to view (eye) space. RHTgrCamera further simplifies view setup by abstracting away a few of the obtuse properties of IDLgrView."

RHTgrCamera is great for fly-throughs, etc. And it is far easier to work with than trying to do it with IDLgrView.

Thanks again,

Bill
