Subject: Re: obj graphics fly-thru help
Posted by Rick Towler on Thu, 12 Oct 2000 07:00:00 GMT
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And yes, I have looked at the IDL demo program flythru.pro. This
interface isn't close to what I would call a flythru. Try it and you'll
see what I mean.

I am starting to think that the problem is more complex than I first
thought.

Does anybody know if this is even possible in IDL?

-RHT

Rick Towler wrote:
>
> This is a second cry for help.
>
> I am trying to develop a set of algorithms that will allow me to
> "fly/walk thru" a 3d scene. Via keyboard events I translate the op
> model in the XZ plane (forward/back and slide left/right). This is easy
> enough.
>
> What I would like to do is us the mouse to adjust pitch and yaw of the
> viewer (look up/down and left/right). So far my attempts have been less
> than perfect. As I understand it, the solution is to change the point
> of rotation of the Top Model from 0,0,0 to the "eye" of the viewer.
> Basic trig. But this isn't yielding the expected results. My guess is
> that I am not understanding the entire problem.
>
> Has anybody done anything like this? Do you have any tips?
>
> Thanks.
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> -Rick Towler

Subject: Re: obj graphics fly-thru help
Posted by Martin Schultz on Fri, 13 Oct 2000 07:00:00 GMT
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Perhaps you could profit from looking at the ARGOS tool:
http://www.lapeth.ethz.ch/argos/argos.html
I have never used it myself, but flythrough is what David Bresch and
Mark Liniger advertize...

Cheers,
Martin

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 [[[[[[[[[
[[Dr. Martin Schultz   Max-Planck-Institut fuer Meteorologie   [[
[[Bundesstr. 55, 20146 Hamburg   [[
[[phone: +49 40 41173-308   [[
[[fax: +49 40 41173-298   [[
[[martin.schultz@dkrz.de   [[
 [[[[[[[[[