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Subject: obj graphics fly-thru help

Posted by [Rick Towler](#) on Thu, 12 Oct 2000 07:00:00 GMT

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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 use 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.

-Rick Towler

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