Subject: Object Graphics: multiple Views of same model
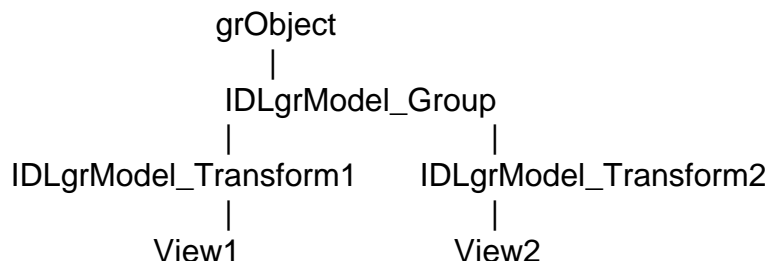Posted by Martin Downing on Tue, 18 Dec 2001 12:47:55 GMT

Ok, todays object graphics question:
Say you have a 3D object model and you want to view it in 2 or 3 orthogonal
directions as you rotate/manipulate it.
Can this be done with a single object instance? Which we would represent :

```
                grObject
                   |
            IDLgrModel_Group
           |                    |
IDLgrModel_Transform1     IDLgrModel_Transform2
           |                    |
        View1                View2
```

I guess not as we now have the reverse of IDLs graphics Hierarchy, and our
model_group is not allowed two parents (poor thing!). However it seems to me
a very reasonable thing to want to do, as a graphics model should be
viewable from multiple positions. I cant see how Scenes or Viewgroups can
help, so is the only way to use one view, switching all its settings and the
top level model transform to look like other views before drawing to the
other windows?

Martin