Subject: Re: Flythrough
Posted by robert.dimeo on Mon, 10 Mar 2003 13:15:15 GMT
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Hi,

I think you will want to check out the camera object class written by Rick Towler at http://www.acoustics.washington.edu/~towler. You will need the two object classes camera__define.pro and quaternion__define.pro. I found his camera object class a snap to use and wrote a sophisticated flythrough of a molecular model in less than an hour.

Wrapping the flythrough in a widget and using keyboard events to provide navigation controls was easy too! Of course you need IDL 5.6 to get the keyboard events processed correctly or use J.D. Smith's hack to process keyboard events in draw widgets for IDL releases earlier than 5.6 (David Fanning has a very nice discussion of this technique).

Hope this helps,

Rob

Thomas Gutzler <tgutzler@ee.uwa.edu.au> wrote in message news:<3E6C3C35.6030409@ee.uwa.edu.au>...
> Hi all,
>
> I have to simulate a flythrough of a polygon-model (airway, comparable
> to lots of circles with different z-coordinates).
> I tried to copy'n'paste'n'modify the flythrough-demo but it didn't work.
> It seems to translate in x/y-direction, not z.
> Then I tried simple translations in z-direction which didn't work, too.
> It seems, the model stays centered in z-direction and if it translates
> far enough, it reaches the border of the viewbox and is cut off till it
> completely disappears.
> I tried moving the eye into the viewplane (zclip) but this also failed -
> nothing seemed to happen. Moving it further somewhen results in:
> 'Warning: EYE must be greater than the ZCLIP near value. EYE has been
> set to near+0.1.'.
>
> I'm clueless now.
> Has anybody done something like that and could tell me a few secrets
> about getting it to work ?
>
> thx,
> Tom

Subject: Re: Flythrough
Posted by Rick Towler on Mon, 10 Mar 2003 17:21:51 GMT
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"Rob Dimeo" wrote in message ...

> I think you will want to check out the camera object class written by
> Rick Towler at http://www.acoustics.washington.edu/~towler. You will
> need the two object classes camera__define.pro and
> quaternion__define.pro.

You'll need to tack on a trailing slash to that URL. For whatever reason
our web server requires it...

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

-Rick