
Subject: Re: 3D Input Device for manipulating 3D objects.
Posted by [Rick Towler](#) on Thu, 02 Oct 2003 17:50:57 GMT
[View Forum Message](#) <> [Reply to Message](#)

"Daniel Carreira" wrote...

> Has anyone had any experience using a 3D input device in IDL?

I can't say that I have, but I have I tried... I don't work with individual objects much, more environments or scenes, so the need to move about "naturally" has led me to investigate input alternatives. Since we can't really justify spending money on professional 3D input devices I have experimented with a range of joysticks, gamepads, keyboard and mouse combinations.

The issue in your case would be getting input into IDL. IDL has no support for input devices other than your standard keyboard and mouse out of the box. You most likely will find that there are either drivers that allow you to interface thru "standard" libraries (like MS DirectX) or the manufacturer may provide a custom API.

I have written a .dln which provides support for keyboard, mouse and joystick input via the DirectInput component of DirectX. It has its limitations but for certain applications it works great. This of course would only work if your 3d input device worked with DirectInput. Which it may... You can pick the .dln up here:
<http://www.acoustics.washington.edu/~towler/>

If your 3d input device doesn't work with directInput then you would be on your own. Writing a .dln isn't that difficult but much would depend on what the manufacturer provides.

-Rick
