
Subject: Re: XYZ object scene values from camera perspective

Posted by [wclift01](#) on Thu, 19 Apr 2007 19:31:23 GMT

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On Apr 19, 3:38 pm, David Fanning <n...@dfanning.com> wrote:

> wclif...@harris.com writes:

>> Given an object graphics scene is there a way to determine the XYZ
>> data coordinates defined by an arbitrary subset of the camera's FOV?

>

> Rick is going to have to answer this, as I don't understand the
> question. Are you looking for something like the PickData method
> on an IDLgrWindow object:

>

> http://www.dfanning.com/ographics_tips/pt3d.html

>

> Cheers,

>

> David

> --

> David Fanning, Ph.D.

> Fanning Software Consulting, Inc.

> Coyote's Guide to IDL Programming:<http://www.dfanning.com/>

> Sepore ma de ni thui. ("Perhaps thou speakest truth.")

David,

Sorry about the poor wording of my question. Despite that I believe you have found the solution to my problem! It looks like the PickData method will indeed do the job.

I'm still more of a direct graphics guy but with the help of your book, Ron's book and Rick's camera object I'm trying to change all that.

Many thanks,
Bill

Subject: Re: XYZ object scene values from camera perspective

Posted by [David Fanning](#) on Thu, 19 Apr 2007 19:38:01 GMT

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