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 View Forum Message <> Reply to Message

wclift01@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?

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