
Subject: Rick Towler please come in again!!I can't send a email to you?!

Posted by [airy.jiang](#) on Wed, 05 Sep 2007 08:24:09 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hi!Rick!

I'm sorry that I used this way to ask you question again.Because I failed sending the email to you even used your new email address.If you wish ,I hope you can give a useful email to me ,so that maybe more convenient to communicate.

I have tried use your codes and the Camera Object did some tests.That's really a cool demo!

In fact , I have already written a program with IDL which can demonstrate the same effect like your demo: camdemo_cullnfly.But when I see the another demo:camdemo_di_cullnfly, I was surprised with the fluent navigating in 3d-space,this demo was much more better than the "camdemo_cullnfly" and my code,because that used the directInput.dlm.I have suggested you to update the version of the dlm before,and you indeed released a new version of it.Now I can use it under IDL 6.4,that's really a nice tool!I wanna say thanks to you!But I still got some questions.

First,normally, I can use the directinput.dlm access the keyboard and mouse,but sometimes ,when I set timer of the Widget_Base(maybe the top base) ,it doesn't works.I don't know why.I've read the doc,and tried the way that set the keyword "Exclusive" equal 1 of the function "DI_AquiredKeyboard",but I failed to control the function to get the mouse or keyboard from the right widget.Why?

Second,Is that nessesary to set the timer at the begining and after the event processing?Why should it refresh every 0.2 second to get get the infomation of the mouse or keyboard?Can't I use the function "DI_PollMouse" to get the mouse or keyboard whenever?

That's all.Thanks again!

Waiting for your reply!
