
Subject: Re: Vertical Data in Google Earth KML
Posted by [R.G.Stockwell](#) on Sat, 15 May 2010 20:35:37 GMT
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"mankoff" <mankoff@gmail.com> wrote in message
news:7872ef7e-efbe-41b7-8002-10ff9c572440@40g2000pry.google.roups.com...
> Hi IDL,
>
> Just a note that my KML library now supports placing vertical curtains
> of data in Google Earth. Example here:
> <http://kdm-idl.googlecode.com/svn-history/r67/trunk/KML/curtain/curtain.kmz>
>
> This isn't a feature supported by Google Earth or KML, but if you make
> buildings very thin you can place them wherever you like.
>
> I have some confidence in the general KML API implementation I've
> done, but for this vertical data... I've tested it a bit with my data
> for my purposes, but I'm not certain of the implementation. If you use
> it, please let me know if you come across any bugs, or if a different
> interface makes more sense to you.
>
> -k.

Pretty cool. I will check out your library, as I am doing a fair
bit of google earth stuff as well.

One suggestion, perhaps putting a view like this (below)
would be better, as that file zooms me directly into the
image, and it is hard to see what it is (and hard to navigate
out to get a good look).

```
<LookAt>  
  <longitude>0.8865694170315953</longitude>  
  <latitude>7.770532215398001</latitude>  
  <altitude>0</altitude>  
  <range>723840.7389961052</range>  
  <tilt>81.62882262322282</tilt>  
  <heading>-72.82946118067423</heading>  
  <altitudeMode>relativeToGround</altitudeMode>  
  <gx:altitudeMode>relativeToSeaFloor</gx:altitudeMode>  
</LookAt>
```

Subject: Re: Vertical Data in Google Earth KML
Posted by [mankoff](#) on Sun, 16 May 2010 00:30:05 GMT
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On May 15, 1:35 pm, "R.G. Stockwell" <noem...@please.com> wrote:

> "mankoff" <mank...@gmail.com> wrote in message

>

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>

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True. The library does support lookat via the kdm_kml_lookat object.

If you spend much time in GE at all, I strongly suggest you invest \$80 in a 6-DOF mouse. An hour with that and you'll never be able to use GE with a regular mouse again... <http://www.3dconnexion.com/>

-k.
