
Subject: GLCtrl switch between perspective and ortho mode

Posted by [deep](#) on Tue, 15 Aug 2023 17:07:37 GMT

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

Hi,

I am experimenting with GLCanvas_demo.

Using Stanford_Bunny_sample.stl as sample.

ZoomToFit() "Fit to data" will not zoom to full display window. It remains roughly 25% center area.

Default projection mode is Perspective - Camera. I want to know how to switch between Orthographic and Camera - Perspective display modes.
