Subject: GLCtrl switch between perspective and ortho mode
Posted by deep on Tue, 15 Aug 2023 17:07:37 GMT
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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.

Subject: Re: GLCtrl switch between perspective and ortho mode
Posted by koldo on Wed, 16 Aug 2023 21:36:58 GMT
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Hi Deep

GLCanvas ZoomToFit depends on object size and control size, trying to match both for the object
to be totally visible, having the object in the middle of the control. This means that if the object
aspect ratio doesn't match with the control one, the zoom is less perfect.

About the other modes that you indicate, they are not implemented.

This control is halfway to the control I wanted, rendering not only mesh but surfaces, and having
not only zoom, but scroll, like UltimateOpenGL got. Unfortunately I haven't had time to support the
author of this interesting control.

Subject: Re: GLCtrl switch between perspective and ortho mode
Posted by deep on Thu, 17 Aug 2023 05:47:46 GMT
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Hi Iñaki

Thank you for your response.

Will check SurfaceCtrl package.
It has Ortho/Perspective switching.

I need to understand Zoom mechanism.