

ExaminerViewer

Description:

This viewer uses a virtual trackball to rotate the view. The point of rotation is by default the center of the scene bounding box, but can be placed anywhere in the scene. This viewer also allows you to translate in the screen plane, as well as dolly in and out (forward/backward movement). This viewer is similar in principle to the SGI Flip demo, but has a number of added features.

Cursors/Feedback:

Virtual trackball cursor

Panning cursor

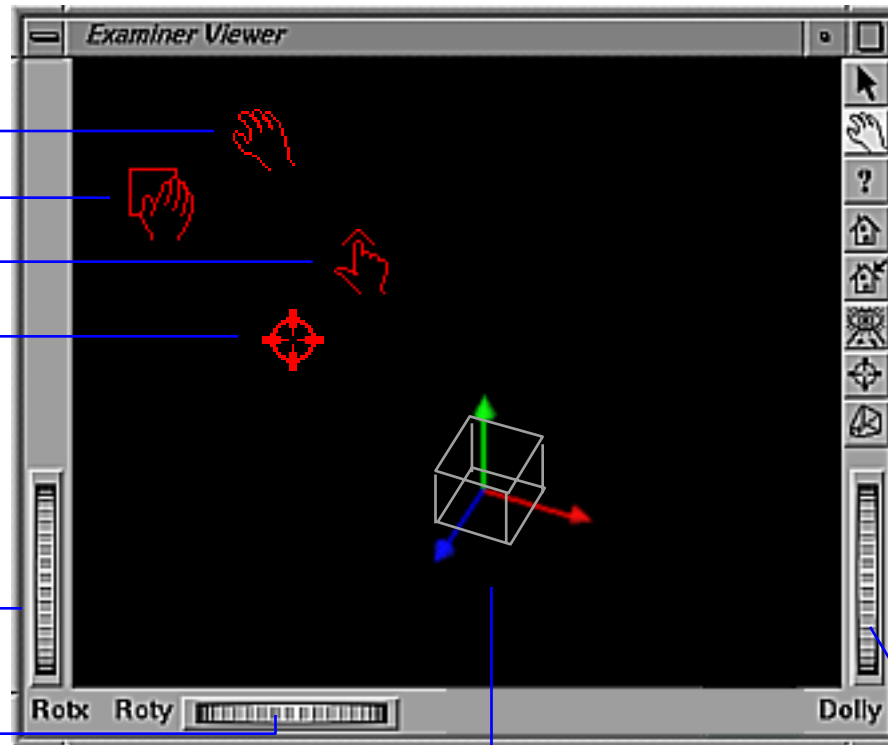
Dolly cursor

"Seek" cursor

Thumbwheels:

screen X rotation

screen Y rotation



Other Feedback:

Axes show center of rotation of camera. Axes may be scaled or hidden by modifying the preference sheet. See next page for preference sheet information.



Left Mouse

Rotate virtual trackball

Mid Mouse:

Ctrl + Left Mouse:

Translate up,down,left,right

Ctrl + Mid Mouse:

Left + Mid Mouse:

Dolly in and out

<s> + click:

Alternative to "Seek" button. Press (do not hold down) <s> key, then click on target object.

Right Mouse:

Pop-Up menus

Thumbwheel:

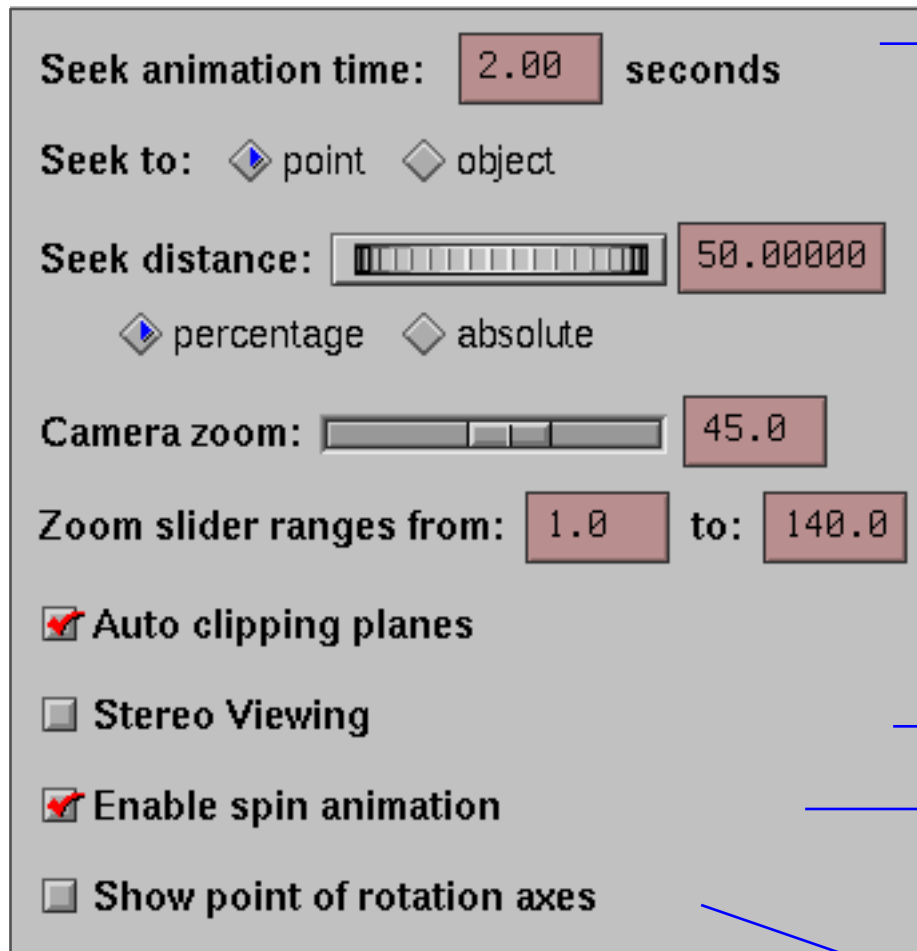
Dolly (In and out of screen)



ExaminerViewer Preference Sheet

Description:

In addition to the preference sheet items which are common to all viewers, the ExaminerViewer has extra options, for setting spin animation and center of rotation feedback.



The dialog box contains the following controls:

- Seek animation time:** A text field with the value "2.00" and the unit "seconds".
- Seek to:** Two radio buttons labeled "point" (selected) and "object".
- Seek distance:** A slider bar with a value of "50.00000" displayed to its right.
- Seek distance unit:** Two radio buttons labeled "percentage" (selected) and "absolute".
- Camera zoom:** A slider bar with a value of "45.0" displayed to its right.
- Zoom slider ranges from:** Two text fields with values "1.0" and "140.0" separated by the word "to".
- Auto clipping planes:** A checked checkbox.
- Stereo Viewing:** An unchecked checkbox.
- Enable spin animation:** A checked checkbox.
- Show point of rotation axes:** An unchecked checkbox.

Seek, zoom, clipping planes and Stereo viewing are described in the Base Class Viewer Preference Sheet (Menu icon).

When the **spin animation** is enabled, the user can cause the camera to continue the spinning. To animate, press down left mouse button and drag in direction of desired spin, then release mouse button while spinning the camera. To stop, click anywhere with the left or middle mouse button.

The point about which the camera rotates can be illustrated with the **point of rotation axes**. The **size** of the axes can be changed by using the dial. Use the toggle to show/hide the axes in the viewer.

