

Public Support - Support Request #12000

Select and change color of a point in a point cloud

2020-08-31 08:38 - hidden

<b>Status:</b>	Closed		
<b>Priority:</b>	Normal		
<b>Category:</b>			
<b>Customer:</b>	AUDI	<b>Product Issue Numbers:</b>	
<b>Department:</b>	EFS	<b>Affected Products:</b>	ADTF 2.14.3
<b>Requester's Priority:</b>	Normal	<b>Platform:</b>	Windows 10 64bit
<b>Support Level:</b>	2nd Level	<b>Topic:</b>	DisplayTB::3DSceneDisplay
<b>Resolution:</b>	Solved Issue	<b>FAQ Links:</b>	
<b>Description</b>			
<b>Supportanfrage</b>			
<p>I have to show a huge number of points in a Point Cloud in an ADTF Mixin.</p> <p>I managed to render the Point Cloud, but is there a possibility to select a single point from the cloud by a mouse click and change its color?</p> <p>I am already using the cMixin::OnPick method for selecting other objects, but that works only if I draw points as osg::Geometry. The cMixin::OnPick method does not record a mouse click on a point from a Point Cloud.</p> <p>Thank you in advance.</p>			
<b>Lösung</b>			
<p>As you have already found out, the built in pick mechanism relies on osgUtil::LineSegmentIntersector which can only intersect with geometries. If you're rendering the Point Cloud with raw GL commands, you're currently out of luck, sorry.</p>			

History

#3 - 2020-09-07 12:03 - hidden

Hi Nedim,

as you have already found out, the built in pick mechanism relies on osgUtil::LineSegmentIntersector which can only intersect with geometries. If you're rendering the Point Cloud with raw GL commands, you're currently out of luck, sorry.

Regards,

Martin

#4 - 2020-09-30 13:40 - hidden

- Subject changed from Select and change color of a point in a Point Cloud to Select and change color of a point in a point cloud
- Description updated
- Status changed from New to To Be Closed
- Private changed from Yes to No
- Topic set to DisplayTB::3DSceneDisplay
- Resolution set to Solved Issue
- Customer set to AUDI
- Department set to EFS

#5 - 2020-10-06 10:27 - hidden

- Status changed from To Be Closed to Closed