
Subject: Re: Rotating a line QUICKLY

Posted by [davidf](#) on Mon, 21 Sep 1998 07:00:00 GMT

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Matthew J. Sheats (sheats@lanl.gov) writes:

- > Here is [...] a basic geometry problem.
- > I have a straight line made up of many
- > X,Y coordinates which I have found previously with a WHERE command. I
- > can rotate them with a relatively simple trig function to any degree I
- > want about any arbitrary point.
- >
- > The problem is, this is too slow for my application. The inefficiency
- > comes from rotating ALL the points in the line instead of just the end
- > points. My problem is, does anyone have a good suggestion for
- > re-connecting the line once I rotate JUST it's end points to the desired
- > angle?
- >
- > I have looked at things like Interpolate etc, but I'm not sure how to
- > go about applying them, or if they will even work.

Here is an article that can be found on my web page that will show you how to use the Interpolate function to fill in the points along a line specified by two end points.

http://www.dfanning.com/tips/image_profile.html

Cheers,

David

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