
Subject: TrackBall Object.

Posted by [DBorland](#) on Tue, 13 Jul 1999 07:00:00 GMT

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Greetings,

Does the trackball object always rotate around the natural origin, or will it rotate around a user defined origin?

What I am doing is I have the viewplane rectangle centered around the polygon, and the trackball set to $[x_{dim}/2., y_{dim}/2., x_{dim}/2.]$. So that it should be the entire view plane. The problem is that the polygon is rotating around something other than the center of the viewplane rectangle.

Any hints on how to make this behave?

David Borland
