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Subject: Re: Object graphics axis  
Posted by &lt;karri on Mon, 25 Oct 1999 07:00:00 GMT  
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Thank you for the tip about Normalize. David did go through this but I still wanted to understand how the location/coordconv stuff works.

I run some tests at home and found out that the Location-keyword sets two coordinates out of three. And the coordconv sets the third coordinate, range and the scale.

```
range = [-50 150]
normalized_len = 1.6
```

```
Location = [not_valid y_pos z_pos]
scale = normalized_len/(range[1]-range[0])
Xcoordconv = [x_pos - range[0]*scale, scale]
```

This does not sound logical to me. I would rather see:

```
Location = [x_pos, y_pos, z_pos]
Scale = normalized_len/(range[1]-range[0])
Offset = -range[0]*scale
```

Perhaps RSI could add "scale" and "offset" to make the objects behave like the user expects them to work.

On Mon, 25 Oct 1999, Ben Tupper wrote:

```
> ... snip ...
> Fortunately, David F has written the NORMALIZE function for people like
> me who tend to shuffle along with the lost sometimes. NORMALIZE is
> available at his website. NORMALIZE accepts (as a keyword) the
> POSITION you intend to scale your axis into.
```

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Regards,

Karri Kaksonen

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