Subject: Re: ROT is ROTTEN (a solution)
Posted by Martin Downing on Wed, 21 Nov 2001 20:59:05 GMT
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"William Thompson" <thompson@orpheus.nascom.nasa.gov> wrote in message news:9tgojk$g7t$1@skates.gsfc.nasa.gov...
> "Martin Downing" <martin.downing@ntlworld.com> writes:
>
>> Hi All,
>
>> This was an interesting problem - I certainly hadn't noticed it before. The
>> reason for the behaviour is precision error in the arithmatic which works
>> out the poly2d coefficients. It can be corrected effectively by modifying
>> line 128 of rot.pro:
>
>> from:
>
>> theta = -angle/!radeg ;angle in degrees CLOCKWISE.
>
>> to:
>
>> theta = (-angle MOD 360) *acos(0.0d)/90 ;angle in degrees CLOCKWISE. (mod
>> MRD 21/11/2001 to correct for precision error)
>
> As others have said, great job! Can I make one small suggestion, though.
> Instead of acos(0.0d)/90, can I suggest !dpi/180?
>
> theta = (-angle MOD 360) * !dpi/180
>

Sure, it just seemed kind of fun the other way!

Martin