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Subject: Re: Illegal 3D Transformation (Beginner)  
Posted by [Rick Towler](#) on Mon, 16 Dec 2002 18:39:40 GMT  
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"Klemens Barfus" <klemens.barfus@forst.tu-dresden.de> wrote

> I am a beginner with IDL, got some example from other people and tried  
> them on my computer. I allways get the error message: Illegal 3D  
> transformation. I tried David Fannings Satter 3D program and get the  
> error message: SURFACE: Illegal 3D transformation.  
> Is there something to change in my IDL,or what is the problem ?  
> Thanks for your help in advance !

Hi Klemens,

What are you doing to get this error? You don't have to go into exacting detail, but I am guessing you are trying to change the way something "moves"? If so, how are you doing it? Are you setting a model's transform directly or are you using built in methods such as translate, rotate, or scale?

If you are setting the transform directly, can you print out the offending transform and post it?

-Rick

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