Subject: Re: IDLgrPoly[line|gon] and cv_coord
Posted by David Fanning on Wed, 08 Jan 2003 18:37:42 GMT
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Rick Towler (rtowler@u.washington.edu) writes:

> I think you should be careful how you are phrasing this. Object graphics
> uses a right-handed rectangular coordinate system. The units and view
> volume may be arbitrary but you always have a point [0,0,0] and 3 mutually
> perpendicular axes with regular intervals passing thru it which define
> [x,y,z] values.

Humm. I wonder? While it's true that I have never
used anything *but* a rectangular coordinate system
for a program, it is not immediately obvious to me
that this is the only possible coordinate system that
can be set up. I'm almost certain a (0,0,0) point is
not required. What makes you think this is the case?

I wonder is the following quote would apply here? This
was on the signature of an e-mail a friend sent to me
the other day:

  "As often happens in science, the paradox was resolved
   as soon as the obvious was abandoned in the face of
   experimental evidence." {from a recent review in Science}

Cheers,

David
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