
Subject: Re: IDLgrPoly[line|gon] and cv_coord
Posted by [Rick Towler](#) on Wed, 08 Jan 2003 17:55:56 GMT
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"David Fanning" <david@dfanning.com> wrote
> paul wisehart (wisehart@runbox.com) writes:
>
>> I can't find any info on the coordinate systems used in object
>> graphics in the manual either. Maybe someone know's where to look?
>
> You look in the mind of the programmer that created the object. :-)
>
> The thing about object graphics is that there *is* no
> coordinate system, except the one you arbitrarily set
> up with the view object.

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.

-Rick
