
Subject: Re: IDLgrPoly[line|gon] and cv_coord
Posted by [Thomas Gutzler](#) on Wed, 08 Jan 2003 07:16:35 GMT
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Hey,

David Fanning 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. That is to say, the viewplane

> rectangle, and the near and far clipping planes define

> the view volume, which *is* your coordinate system.

> The units of this coordinate system are completely

> arbitrary. You make them up.

>

> Of course, this is one of the huge advantages of object

> graphics: you really can't do it *wrong*. :^)

I used to scale every Object to have max 2 Units in each dimension and translating it to have 0/0/0 in its center because I discovered that the visible area is only [-1..1] in each dimension. I tried to enlarge it but without any success. Did I miss something or is that the way to do it correctly?

Tom
