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Subject: Re: IDLgrPoly[line|gon] and cv\_coord  
Posted by [David Fanning](#) on Tue, 07 Jan 2003 22:58:47 GMT  
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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*. :^)

Cheers,

David

P.S. But let's just say if you don't really know what theater you are playing in, it's a bit of a trick to get all the actors to show up at the same place in time for the show. I'd say that's the main challenge of object graphics, in a nutshell. :-)

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