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Subject: Re: IDLgrPoly[line|gon] and cv\_coord  
Posted by [David Fanning](#) on Wed, 08 Jan 2003 21:49:06 GMT  
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Rick Towler (rtowler@u.washington.edu) writes:

> I can't argue that there doesn't exist a graphics library whose coordinate  
> system is not rectangular, but OpenGL's is.

Yes, this is probably true. In any case, it makes sense. :-)

> Try defining an IDLgrPolygon  
> with [angle, radius, z] values instead of [x,y,z]. I don't think you'll get  
> what you were expecting.

No, I'm sure not. But what I had in mind was defining an FSC\_Polygon.  
I'm pretty sure I could make one of those that allowed you  
to specify angle, radius and z value. But you are probably right  
that I would eventually have to translate it back to OpenGL's  
rectangular coordinate system.

I guess rotations would be the same thing. In \*my\* odd coordinate  
system you could appear to rotate about (3.459, 78.452), but to  
actually implement it in my code I'd have to translate it  
to the origin to take advantage of OpenGL, then translate it  
back to where it was suppose to be. Lot's of bother, to be sure.  
No one would volunteer to do it, I'm sure of that. :-)

Cheers,

David

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