
Subject: Rotation of an IDLgrPolygon about a user specified axis

Posted by [Beat.Schmutz](#) on Fri, 17 Oct 2003 05:38:38 GMT

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Dear all,

If have generated an IDLgrPolygon model (200000+ vertices) of a bone. I have centred the data so that the model is displayed in the centre of the view/window. What I would like to do now is to rotate the model about the long axis of the bone. This axis passes roughly through the centre of the bone's shaft and will not lay in the middle of any of the xyz data ranges, otherwise I could just do
oModel -> ROTATE. Once I have determined the equation of this axis (utilising data coordinates returned by 'pickData' in the draw_Event handler) how can I then rotate the model around this axis?

Many thanks.

Beat
