
Subject: Re: object graphics question

Posted by [David Fanning](#) on Wed, 04 Feb 2004 14:08:01 GMT

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Karsten Rodenacker writes:

```
> I have a problem with coordinated transformations of IDLgrImage and
> other objects, e.g. IDLgrContour.
>
> Does anybody know why rotating behaves like it does?
> In the small example:
>
> img=read_png( filepath('mineral.png', SUBDIR=['examples','data']))
> m=obj_new('IDLgrModel')
> m->add,obj_new('IDLgrImage',img)
> m->add,obj_new('IDLgrContour',img,color=[255,0,0])
> xobjview,m,/block
>
> rotation shows a quite bizar behaviour.
>
> I would expect that the image moves like one level of the contour object.
```

You will have to put your image on a polygon as a texture map to get it to rotate. Images have **never** rotated. I don't know why.

Cheers,

David

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