
Subject: Re: Quaternions to Euler Angles

Posted by [Rick Towler](#) on Fri, 14 May 2004 04:25:05 GMT

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"Graham" wrote...

> I was trying to use Rick's quaternion code which pitch about x, yaw
> about y, and roll about z but x and z are swapped. My naive was to
> simply swap the pitch and roll on input/output but I cannot seem to
> reproduce the given tables:

Hi Graham,

Yeah, my quaternion code was written specifically for my camera and I'm not too surprised it didn't work out. :(

Have you tried Craig Markwardt's quaternion routines?

<http://astrog.physics.wisc.edu/~craigm/idl/idl.html>

-Rick
