
Subject: get coordinates out of a 3d class-structure
Posted by [robertschaefer](#) on Mon, 09 Aug 2004 08:39:19 GMT
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Hello,
I am new to IDL , and am wondering how to do the following. I want to be able to shift a 3d object. I generated a simple testobject. When i print vertices for example with "tetra_volume" i can see the coordinates but i'm not able to locate the coordinates out of the object-class-structure.

Any clues would be greatly appreciated.

Robert
