
Subject: Re: Computer Graphics Question

Posted by [David Fanning](#) on Thu, 05 Aug 2004 14:51:17 GMT

[View Forum Message](#) <> [Reply to Message](#)

Craig Markwardt writes:

- > My guess is that the easiest thing to do is to convert to pixel
- > coordinates, do your rotation, and then convert back to normal
- > coordinates. The pixel coordinate system is isotropic, so you are
- > set.

Oh, my goodness, that was easy. And it works great.
Thanks!

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
