Subject: Re: "Object Graphics and Vectors" Reloaded
Posted by Ralf Schaa on Wed, 04 Aug 2004 17:28:29 GMT
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David Fanning wrote:

> ... who have lost *weeks* (perhaps *months*!) struggling with the same thing. :-)

okay, I thought 'well, before taking David's hint I give it a try
myself, this can't be soo hard ...'

This is what I have:
a nice 3d object plot in data-coordinates with all rangings from -2.5e4
to 2.5e4, so far so good.
Now I add a vector with Rick Towler's vector object, which needs as
input a 'location' (the startpoint of the vector) and a 'magnitude' (the
endpoint), these are defined in normalized coordinates.
Okay, all i have to do is give the location and the magnitude in values
which are near my ranging-values, actually I calculated them with the
formula taking from the idl help:

NormX = -range[0]/(range[1]-range[0]) + 1/(range[1]-range[0]) * DataX

I need the other way round:

DataX = NormX * ((range[1]-range[0])) + range[0]

e.g a vector in normalized coordinates from [0,0,0] to [1,1,1]
would be in datacoordinates
from [range[0],range[0],range[0]]
to [3*range[1],3*range[1],3*range[1]]

but nothing exciting happened ...

so where is my bug ?

Cheers
-Ralf