
Subject: Orb-Object IDL5.4 vs IDL6.0

Posted by [Ralf Schaa](#) on Mon, 20 Dec 2004 09:47:38 GMT

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

Hi Group,

no big deal but I'm curious:

I discovered that rotating the Orb-Object in IDL5.4 is a nice smooth thing to do: rotating is done relative to the center of my view-Object. In 6.0 however the rotating is done relative to some other point, so when I rotate my Orb there is a rotation and a translation...
is this an intended property ?

cheers

-Ralf
