
Subject: Re: Question about rotate in 3D visualization
Posted by [Karl Schultz](#) on Fri, 14 Jan 2005 16:54:05 GMT
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<ismxray@yahoo.com> wrote in message
news:1105675017.122783.122310@c13g2000cwb.googlegroups.com.. .
> I try to visualize a 3D data and following the help files like this:
>
> myviewer->Add,myModel
> myModel->Add,myVolume
> myModel->rotate,[1,1,1],50
>
> After a few steps, How could I rotate it back to the original states?

You could use the IDLgrModel::Reset method to go back to the identity matrix, but then you would lose other transforms that you may have put there, like scaling. If you do have other transforms, you could try putting all but the rotation in one model, and then use another model just for the rotations.

or

You could:

```
< set up graphics tree and set transforms >  
myModel->GetProperty, TRANSFORM=t  
myModel->Rotate,[1,1,1],50  
myModel->Rotate,[1,1,1],50  
myModel->Rotate,[1,1,1],50  
myModel->Rotate,[1,1,1],50  
myModel->Rotate,[1,1,1],50  
myModel->Rotate,[1,1,1],50  
myModel->Rotate,[1,1,1],50  
myModel->Rotate,[1,1,1],50  
myModel->SetProperty, TRANSFORM=t
```

to put you back to the state before doing the rotations.

Karl
