
Subject: Re: coordinates & transforms & plotting
Posted by [Ralf Schaa](#) on Mon, 28 Feb 2005 14:58:16 GMT
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Thanks again, David. I try figure that out with T3D.

David Fanning wrote:

- > I'm not sure what a "basis" is, but a coordinate frame
- > consists of an origin (perhaps what you are calling
- > the basis) and three orthogonal axes. The origin of
- > the IDL coordinate system is the (0,0,0) point in
- > the lower-left corner of the window, with the X axis
- > horizontal, the Y axis vertical, and the Z axis
- > coming out toward you.

That's the interesting part...didn't know that the 'plot-view' frame is this vector base I was talking about (which is spanning up the vector space)

Cheers (in german this is 'Prost' and we drink a beer, isn't it?) ,
-Ralf

- >
- >> 2.)
- >> And how can I manipulate that in a way it takes *my* basis?
- >
- >
- > Typically, in IDL you set up the 3D transformation
- > matrix with calls to T3D. You set a new "origin" with
- > the TRANSLATE keyword.
- >
- > Cheers,
- >
- > David
- >