Subject: Re: coordinates & transforms & plotting
Posted by David Fanning on Mon, 28 Feb 2005 14:28:06 GMT
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Ralf Schaa writes:

> Okay folks,
>
> 1.)
> I have refreshed linear algebra and if I have it right, there is not a
> unique basis for vectors or points in 3D...so what does IDL take as a
> basis when plotting in 3D?

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.

> 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

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David Fanning, Ph.D.
Fanning Software Consulting, Inc.
Coyote's Guide to IDL Programming: http://www.dfanning.com/