Subject: Re: coordinates & transforms & plotting
Posted by Ralf Schaa on Mon, 28 Feb 2005 13:35:54 GMT

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?

2.)
And how can I manipulate that in a way it takes *my* basis?

Cheers
-Ralf

Ralf Schaa wrote:

> Dear all,
>
> How does IDL determines the coordinate system when plotting in 3D ?
> Is the matrix in T3D ... ?
>
> Cheers
> -Ralf
>
> (After transforming an Orbit into a new frame, the Boxes of the RDplot
> are not like expected ...)