Subject: Re: IDLgrModel rotation axis's origin
Posted by Rick Towler on Thu, 17 Nov 2005 19:33:38 GMT

photosalex wrote:

> Do I understand it correct that the origin of the user-defined rotation
> axis of IDLgrModel::Rotate is always [0,0,0], that is any of such
> user-defined rotation axes passes through [0,0,0] ?

Yes. To rotate about another point you need to translate, rotate, then
translate back. For example, to rotate objects contained in oModel
about a line parallel to the Y axis passing thru [1,0,0]:

oModel -> Translate, -1, 0, 0
oModel -> Rotate, [0,1,0], 90
oModel -> Translate, 1, 0, 0

-Rick