
Subject: IDLgrModel rotation axis's origin

Posted by [photosalex](#) on Thu, 17 Nov 2005 18:09:31 GMT

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Hello, All

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] ?

Thanks,
cheers!
