
Subject: Re: calculating rotations from a transformation matrix
Posted by [David Fanning](#) on Mon, 18 Sep 2006 16:36:20 GMT
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Rick Towler writes:

> See <http://www.flipcode.com/documents/matrfaq.html#Q37>

The discussion of Quaternions on this page inspired me:

Yo mama's so dumb she thinks "Gimble lock" is what you
spread on bagels.

Cheers,

David

--

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

Sepore ma de ni thui. ("Perhaps thou speakest truth.")
