
Subject: Re: rotate and transpose images in xobjviewer
Posted by [Dick Jackson](#) on Sun, 01 Apr 2007 04:41:42 GMT
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Hi vijay,

"vijay" <vijayansiva@gmail.com> wrote in message
news:1175343528.461497.166670@p15g2000hsd.googlegroups.com.. .

>

> Hi, i am having a problem in rotating an image in the xobjviewer. the
> problem is not with the rotate button but my image itself rotated and
> transposed in the xobjviewer. So i want the image in the xobjviewer to
> be transposed and rotated for 270 degrees. i can't able to do this
> using the rotate command also. So tell me how to rotate and transpose
> the image.

The IDLgrImage object does not create a real 3D rotatable object, but what I think you want is a rectangular IDLgrPolygon object with an image as its texture map. (I'm guessing here, because you didn't give a lot of detail on what you had tried so far)

:: Get an image

```
file = Filepath('rose.jpg', Subdir=['examples', 'data'])  
Read_JPEG, file, image
```

:: Make an IDLgrImage object

```
olmage = Obj_New('IDLgrImage', image)  
XObjView, oImage, Title='oImage' ; Cannot really rotate the image
```

:: Make an IDLgrPolygon object with the image as its texture map

```
olmage -> GetProperty, Dimensions=dims ; [width, height]  
oPoly1 = Obj_New('IDLgrPolygon', $  
    [[0,0,0],[dims[0],0,0],[dims[0],dims[1],0],[0,dims[1],0]], $  
    Color=[255,255,255], Texture_Map=olmage, $  
    Texture_Coord=[[0,0],[1,0],[1,1],[0,1]])  
XObjView, oPoly1, Title='oPoly1', XOffset=300
```

:: Try with no lighting to avoid change in shading when rotated

```
oHiddenLight = Obj_New('IDLgrLight', Type=0, Color=[255,0,0], /Hide)  
XObjView, oPoly1, Title='oPoly1 with no lighting', XOffset=600, $  
    Stationary=oHiddenLight
```

:: Create polygon with coordinates for polygon rotated 270 degrees

```
oPoly2 = Obj_New('IDLgrPolygon', $  
    [[0,dims[0],0],[0,0,0],[dims[1],0,0],[dims[1],dims[0],0]], $  
    Color=[255,255,255], Texture_Map=olmage, $  
    Texture_Coord=[[0,0],[1,0],[1,1],[0,1]])  
XObjView, oPoly2, Title='oPoly2 with no lighting', XOffset=600, YOffset=300, $  
    Stationary=oHiddenLight
```

There are other subtle issues with image row order settings (the Order property to IDLgrImage) and resampling of image pixels (see the Texture_Map property of IDLgrPolygon), but is this what you were looking for?

Cheers,
-Dick

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