
Subject: Re: How to change the 3D visual angel?
Posted by [David Fanning](#) on Sat, 05 Apr 2008 16:54:28 GMT
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FOX writes:

- > sorry about the mistake~~english is really a problem,but to find the
- > chinese IDL resource even worse
- > i mean the visual angle. i'm not using iTools,just the IDLgrVolume
- > object
- > i want to overlook the cube, but the view point always be the center
- > of the view

Well, yes, object graphics can be pretty low-level and setting up the viewport and the rotation necessary to see something can be a problem. We have the same problem with surfaces, for example. Perhaps you can learn something about how it is done by examining the code in a program like Simple_Surface:

http://www.dfanning.com/programs/simple_surface.pro

There the surface rotations for the surface model look like this:

```
; Rotate the surface model to the standard surface view.  
thisModel->Rotate,[1,0,0], -90 ; To get the Z-axis vertical.  
thisModel->Rotate,[0,1,0], 30 ; Rotate it slightly to the right.  
thisModel->Rotate,[1,0,0], 30 ; Rotate it down slightly.
```

Note that the viewport has been previously set-up to put the center of rotation in the center of the window. If it is somewhere else, you will have to translate the object to the center, perform the rotation, and translate it back to where you want it.

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.")
