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Subject: Re: ROTATE MODEL

Posted by [Michael Galloy](#) on Tue, 26 May 2009 18:47:29 GMT

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nata wrote:

> On May 26, 2:30 pm, mgalloy <mgal...@gmail.com> wrote:

>> nata wrote:

>>> Hi people,

>>> I've 2 IDLgrImages into an IDLgrModel and I want to rotate the images

>>> 30 degrees.

>>> I tried to use the IDLgrModel::Rotate method and I did not succeed

>>> with the rotation.

>>> I tried a lot of combinations:

>>> model->rotate, [0,0,0], 30

>>> model->rotate, [1,0,0], 30

>>> etc..

>>> Why the images don't rotate? grgrggrrrr ....

>>> How to do that ?

>>> Thanks in advance,

>>> nata

>> Set the TRANSFORM\_MODE property of the IDLgrImage to 1 (assuming you  
>> have IDL 6.2+).

>>

>

> No results,

>

> I try with the TRANSFORM\_MODE KEYWORD set to 1 and nothing happens.

>

> topo=OBJ\_NEW('IDLgrImage',DIMENSIONS=image\_sz

> [1:2],DATA=image.image,LOCATION=[0,0],/TRANSFORM\_MODE)

> model=OBJ\_NEW('IDLgrModel')

> model->Add, topo

> ;-----

> model->Rotate, [0,0,0], 120I

> ;-----

> view->Add, model

> scene->Add, view

> ...

>

> What am i doing wrong?

Rotate about a non-zero vector i.e. model->rotate, [0, 0, 1], 120.0

Mike

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