Subject: Re: ROTATE MODEL
Posted by natha on Tue, 26 May 2009 18:44:11 GMT

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? grgrgggrrrr ....
>> 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], 120l
;-------------------------
view->Add, model
scene->Add, view
...

What am i doing wrong?
nata