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Subject: Re: ROTATE MODEL

Posted by [natha](#) on Wed, 27 May 2009 17:17:07 GMT

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On May 27, 12:04 pm, Rick Towler <[rick.tow...@nomail.noaa.gov](mailto:rick.tow...@nomail.noaa.gov)> wrote:

> nata wrote:

>> I've a last question related with this discussion.

>> There is a way to rotate IDLgrPolyline objects ? I mean, IDLgrImage

>> has the /TRANSFORM\_MODE keyword but if I use others graphics objects I

>> can't rotate them. So, if it's possible to rotate graphics objects in

>> general ?

>

> Not in the same way. Generally you only apply transformations

> (rotations, translations, etc) on models. Hence the Rotate and

> Translate methods of IDLgrModel. So if you want to rotate polyline,

> surface, or polygon objects you place them in an IDLgrModel and use its

> rotate method.

>

> IDLgrImage is different. Since images aren't comprised of polygons

> there are no vertices to transform so adding an image object to a model

> and transforming it doesn't do anything. To actually transform an image

> you have to create a planar polygon, texture map the image onto it, then

> transform this polygon. This caused much "confusion and delay" so

> RSI/ITT added the Transform\_Mode keyword to IDLgrImage which does the

> hard work for you.

>

> So only IDLgrImage has (or needs) the Transform\_Mode keyword. All other

> graphics objects are comprised of vertices and can be transformed via

> IDLgrModel methods.

>

> -Rick

Ok, I understand.

I see, my polyline object rotates automatically. If I want to rotate only some objects I've to use 2 IDLgrModels. Then I could rotate some ones and don't do anything with the others.

Thank you for your replies guys,  
nata

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