## Subject: Re: ROTATE MODEL
Posted by Rick Towler on Wed, 27 May 2009 16:04:20 GMT

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