
Subject: Re: ROTATE MODEL

Posted by [Michael Galloy](#) on Wed, 27 May 2009 15:54:51 GMT

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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 ?
>
> Thanks,
> nata

You should be able to rotate an IDLgrPolyline (and the other graphics
atoms except IDLgrImage) by default:

```
IDL> xobjview, obj_new('IDLgrPolyline', [0, 1, 1, 0, 0] - 0.5, [0, 0, 1,  
1, 0] - 0.5)
```

What is the issue you are experiencing?

Mike

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