
Subject: Re: ROTATE MODEL

Posted by [natha](#) on Wed, 27 May 2009 15:42:23 GMT

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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
