Subject: Re: How to rotate a 2-D plot and fit in the same view area ?
Posted by davidf on Sat, 28 Sep 1996 07:00:00 GMT

Whoa Gary...

I had just congratulated myself for solving a ticklish problem for
you before breakfast (and on a Saturday, no less) and I thought
I would reward myself with a nice cup of coffee and a bagel.
However, no sooner had I put the first swipe of cream chesse
on the bagel then the horrible thought hit me...

Yikes! My solution won't work!

What I wrote in my example program was:

```
>    ; Transform the position coordinates to account for NO rotation
>    ; in the display window
>
> temp = position(0)
> position(0) = 1.0 - position(2)
> position(2) = temp
```

What I *should* have written was:

```
  ; Transform the position coordinates to account for NO rotation
  ; in the display window

p = position
p = [p(1), p(0), p(3), p(2)]
offset = 1.0 - p(2)
p(2) = offset + (p(2) - p(0))
p(0) = offset
position = p
```

My first solution worked for your example program (at least
it *looked* like it worked), but wouldn't work for the general
case. I have tested this solution more thoroughly and I believe
it works generally.

Now, I am in deep trouble with my wife for not getting the
laundry started, I've got to coach a soccer game, and ....

Let's just same I'm turning the d*** computer OFF!

Yours,

David

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