Subject: Re: 3d device coordinates from a 3D polyline....
Posted by Karl[1] on Wed, 03 Oct 2012 20:29:01 GMT
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On Tuesday, October 2, 2012 3:32:02 PM UTC-6, Mike Galloy wrote:
> On 10/2/12 3:02 PM, Karl wrote:
>
>> It should also be possible to write a general-purpose function that
>
>> takes a "leaf" graphics object and walks up the scene graph,
>
>> computing the single 4x4 combined matrix and returns it. You would
>
>> then use that single matrix to transform your points.
>
>>
>
>> In a way, you are duplicating the entire transform that IDL applies
>
>> to the points via the underlying graphics system (OpenGL). I don't
>
>> remember if there is a way to get this transform directly from IDL -
>
>> don't think so. And someone out there may have already written an
>
>> IDL function to do this. But, I don't know of any.
>
>
>
> Isn't this the ::getCTM() method or am I misunderstanding the situation?
>
>
>
> Mike
>
> --
>
> Michael Galloy
>
> www.michaelgalloy.com
>
> Modern IDL: A Guide to IDL Programming (http://modernidl.idldev.com)
>
> Research Mathematician
>
> Tech-X Corporation

yep, that's it.