
Subject: Re: 3d device coordinates from a 3D polyline....
Posted by [Michael Galloy](#) on Wed, 03 Oct 2012 14:49:05 GMT
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On 10/2/12 10:46 AM, George.millward@yahoo.com wrote:
> Thanks for your help.....I'm not using new graphics - this is all
> object graphics. I've been trying to understand how [XYZ]COORD_CONV
> in object graphics relates to all of this - but it's somewhat
> confusing. I understand how XCOORD_CONV and YCOORD_CONV are used to
> map a 2D line to 2D normalized space - but I'm wanting the same for
> 3D...

There are several examples of using [XYZ]COORD_CONV in the object graphics chapter of my book, which also happens to be the sample chapter that is freely available on the books website:

<http://modernidl.idldev.com>

Mike

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Michael Galloy
www.michaelgalloy.com
Modern IDL: A Guide to IDL Programming (<http://modernidl.idldev.com>)
Research Mathematician
Tech-X Corporation
